

The
Official
Guide

Xbox 360™ &
PLAYSTATION®3



**EXCLUSIVE
COURSE MAPS**

TIGER WOODS PGA TOUR®



07



Prima Games

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TIGER WOODS PGA TOUR® 07

PRIMA OFFICIAL STRATEGY GUIDE

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GOLF BASICS



INTRODUCTION

Welcome to *Tiger Woods PGA TOUR® 07*! The world's best-selling golf game has taken the PGA TOUR to an unprecedented new level of realism and excitement on the PlayStation 3 and Xbox 360 platforms. Thanks to stunning visual and audio innovations developed by EA SPORTS, you'll be able to see and feel the game like never before—from the pained look on a golfer's face after missing a putt to the roar of the crowd after an amazing approach shot. In addition, you'll be able to compete against the world's best golfers, including Luke Donald, Vijay Singh, Annika Sorenstam—and of course, Tiger Woods himself.

HOW TO USE THIS GUIDE

This guide assumes that you are familiar with the basics of the sport of golf, such as scoring and terminology. If you're really new to the sport, your local library or the internet will surely have plenty of materials to get you up to speed. However, chances are that if you're reading this, it's because you're already "in the know."

This guide is broken down into three sections. The first section covers basic controls and gameplay mechanics—with the changes to the gameplay for 2007, all gamers should review this section. The second section covers all 12 golf courses, highlighting hazards and strategies for aggressive and conservative play—use this section if you're looking to improve your score at a given course. The final sections cover advanced strategies, extras and secrets—everything for those trying to beat the game 100 percent.

NEW FEATURES FOR 2007

Here's a quick look at the top new features in *Tiger Woods PGA TOUR 07* for the PlayStation 3 and Xbox 360 platforms:

REVOLUTIONARY VISUALS

EA SPORTS has created an incredible true-to-life rendering of Tiger Woods thanks to an all-new universal facial capture technology known as UCAP. This



groundbreaking technology allows the game's designers to give the golfers in the game ultra-realistic emotions and facial expressions.

Game producer Steve Arnold describes UCAP in detail:

"The process itself is similar to a facial motion-capture shoot where an actor—in our case Tiger Woods—has about 80 tiny white markers applied to their face, is sat in front of an array of special lights and cameras, and acts out whatever the script calls for. With typical facial motion capture, the light reflecting on the markers are captured by the cameras and translated into motion data that will drive "bones" in a game character's face."

"UCAP then goes a step further and adds three video cameras aligned in such a way as to capture

all sides of the actor save the back of their head. This video data is then put through an arduous process that includes digitally removing the white markers, blending the video footage into a single facial texture, and color correction for the lighting. In the end, the animated facial texture is combined with the motion data-driven bone animation to give Tiger a face with wrinkles and lines that deform appropriately, realistic color changes based on blood flow (the color of a person's face changes subtly due to blood flow changes based on how the face moves and contorts), and lips that actually curl when moving (a common omission in facial animation)—all to capture that signature smile."

All that hard work pays off the moment you see the faces of Tiger and other golfers on the screen—the level of realism will blow you away.

THE ULTIMATE IN REALITY

EA SPORTS has enhanced the realism on the golf course, with dynamic crowds that react smartly to golfers' shots during tournament play. Spectators



move from hole to hole, and you'll be able to hear the gallery cheer (or groan) in full 5.1 surround sound. In addition, an all-new picture-in-picture presentation allows you to view both the shot and the golfer's reaction at the same time.

Adding to the realism is the TV-styled commentary from David Feherty and Gary McCord during every game, and sports updates and breaking news from ESPN (either through their signature news ticker or ESPN Radio!)

Another boost to realism is the in-depth Game Face character creation and editing tool, which lets you completely shape the physical appearance of your golfer from head to toe. Plus, you can outfit your character with the latest and greatest golf apparel and gear from real-life companies such as Nike, Adidas and Oakley.

DOUBLE THE COURSES, DOUBLE THE FUN

This game now boasts 12 real-life PGA TOUR licensed courses, including the next-generation debut of St. Andrews. A hole-by-hole breakdown of each course can be found later in the guide.

In addition, the game sports a number of new entertaining game modes for up to four

players, as well as an improved online tournament mode that includes full stat tracking. New two-player modes include Match Play, Battle Golf, 21 and One Ball. We'll detail each of these new game modes later in the guide.

THE COMPLETE PGA TOUR EXPERIENCE

Get ready to battle against 15 of the world's top players, including Tiger Woods, John Daly, Vijay Singh, Ian Poulter, Michael Campbell and Annika Sorenstam—the most decorated golfer on the LPGA TOUR.



Thanks to an enhanced Career Mode in which you train and practice to improve your stats, you'll be able to stand a chance against the world's best. In addition, this game implements the new PGA TOUR season format in which the year's best golfer is determined through a points system: Golfers earn points depending on how well they finish each tournament.

A NEW WAY TO PLAY

The gameplay mechanics have been enhanced for 2007 with the use of a dual-analog swing system and the addition of the True Aiming feature, which adds a bit of unpredictability and challenge to the golfing experience. Traditional Precision Aiming remains available through the Easy Play game difficulty option.



Now that you've learned about everything that's new for the PlayStation 3 and Xbox 360 versions of *Tiger Woods PGA TOUR 07*, it's time to jump right into the action!



**TIGER WOODS
PGA TOUR 07**

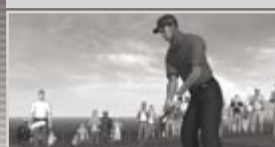
GOLF BASICS



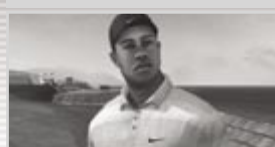
COURSE STRATEGY



ADVANCED GOLF



EXTRAS





TIGER WOODS
PGA TOUR 07



GETTING STARTED

TUTORIALS

The first destination point for anyone new to this game—whether you're a seasoned veteran or a rookie golfer—is the tutorial section. This is the fastest and easiest way to soak in the elements of the new control system, which is examined in further detail later in this section.



The interactive tutorials can be found at the bottom of the game modes section, and you have the option of just reading about them, watching the tutorial in action or actually playing through the tutorial yourself. The tutorials comprise five topics:

- **Golf Fundamentals:** These tutorials show you how to swing, aim, use irons and putt.
- **Getting Out of Trouble:** These tutorials show you how to perform shots from the rough and bunkers, as well as how to perform specialized swings such as the flop and punch shots.

- **Shot Shaping Essentials:** These tutorials show you how to alter the trajectory of your shots.
- **Advanced Short Game:** These tutorials show how to putt on terrain and how to perform pitch and chip shots.
- **See What's New This Year:** For seasoned players, this selection recaps all the tutorials labeled as new for 2007.

NOTE



One of the tougher tutorials to complete is the chip shot. Below is a screen shot of one method that can get you to the

hole. The distance is 49 feet with an 8 iron, with a pin placement as shown in the screen above. Make sure the flag is within the grid box two panels south of the aiming arrow, and about one-fourth of the way left between the two vertical lines to the right of the aiming arrow. With a couple tries and some fine-tuning with your aim, a smooth, crisp shot will get you in the hole.

Putting set up 2 (for putting uphill) involves moving the aiming arrow a little to the left as shown in the



screen shot to the left. Increase the power range to 30 feet. A full, smooth shot will get you into the hole.



For putting set up 3 (for putting downhill), set the power to 100% at 10 feet, then move the aiming arrow a little to the right of the pin as shown in the screen shot above.



For putting set up 4 (for putting on a slope), keep the power to 100% at 20 feet, then move the aiming arrow slightly left so that the pin is roughly between the aiming arrow and the first grid line to the right as shown in the picture above.

These tutorials are extremely thorough and are highly recommended for all players regardless of skill level. A green check mark appears next to every tutorial you successfully complete. For those who'd like additional elaboration on all the control features (including those not covered in the tutorials), continue reading.

BASIC GOLF CONTROLS

Shot Stick (Hit the Ball)

XBOX 360: Left Analog Stick

PlayStation 3: Left Analog Stick



Moving the stick down and then up triggers a golf swing or putt. Watch the movement of your golfer closely: To get maximum power on a shot (in conjunction with pressing the power boost button repeatedly if necessary), move the stick down until your golfer has fully extended the golf club all the way back (1). A good way to determine this "maximum" point is to just hold down on the stick—the animation will freeze at the peak of the backswing. The moment that "maximum" point is reached, press up on the stick to follow through on the swing (2).

This down-up motion on the stick has to be a smooth yet swift and consistent action: If you freeze the club for too long at the "maximum" point of the backswing, or if you wobble the analog stick during the down-up motion, you will lose power and accuracy on the shot.

In addition, you can draw or fade the ball so that it veers left or right while in flight. To veer the ball left, re-align the up-down motion so that it goes diagonal from down-left to up-right on the analog stick. To veer the ball right, re-align the up-down motion so that it goes diagonal from down-right to up-left on the analog stick. The greater the angle of the diagonal relative to the normal down-up motion, the greater the ball will veer left or right. Veering the ball left or right will shorten its travel distance relative to hitting it straight, but it can be useful when negotiating dogleg holes.

WARNING

Because of the reduced travel distance created by a draw or fade, combined with the uncertainty of determining the best diagonal angle for such a swing, it's sometimes better to just move the target circle and/or use spin control to direct the ball upon landing if you want to hit a shot to the left or right.



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PGA TOUR 07

GOLF BASICS



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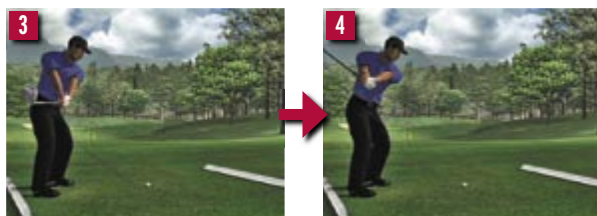
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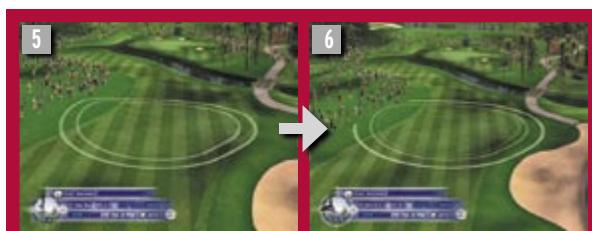
To cancel a swing without hitting the ball, just let go of the analog stick without pressing up.

To reduce the power of a shot, move the stick down for a shorter period. This causes you to shorten your swing. A good rule of thumb is to use the golf club as a “power meter” indicator. If you consider the golf club at 0% power when pointed down at the ball and at 100% power when fully pulled back, you can ever so slightly hold down on the stick to slow down the backswing and see its complete range of animation.



For example, when the backswing animation is midway between the 0% power position and the 100% power position, you’re roughly at 50% power (3). If you want to hit a ball at 50% power, this is the point where you want to stop your backswing and press up on the stick. For example, if you want to hit the ball at 75% power, find the golf club position at which 75% of the backswing animation is complete (4). Judging swing power is more art than science, so some finesse and practice with different clubs will be required to get a good feel for reducing power on a shot.

WARNING



If you’re faced with using a shorter club at 99-100% power (5) or a longer club at 70-80% power (6), you’re usually safer with the smaller club because of the vagaries involved with accurately “measuring” a reduced power shot. In other words, proper club selection can save you the trouble of having to shorten a backswing.

Remember, you can change the shot stick and loft stick mapping through the Game Face / Profile Options to suit your playing preferences.

Loft Stick/Impart Spin on a Putt

XBOX 360: Right Analog Stick

PlayStation 3: Right Analog Stick



Before hitting the ball with a club, press up or down on this stick to vary the club face angle, which alters the loft of a shot. Press down to perform a high arc shot: This allows you to get “under” the ball so that it travels at a higher trajectory with some backspin. You might want to do this to guide the ball over a tall obstacle such as a tree or to stop a ball from rolling forward upon landing.

Press up on this stick to perform a low arc shot: This allows you to get “on top” of the ball so that it travels at a lower trajectory with some forward spin. Balls will tend to bounce and roll farther across the ground as a result. You might want to do this to reduce the effects of a strong wind or to hit the ball under an obstacle (such as a tree branch). The effects of the loft stick will depend on the type of swing, power and club used, as well as how much loft you decide to use.

When putting, press up or down on this stick to vary the amount of spin put on the putt. The exact amount of spin will be shown in the lower left as an orange arrow around the ball. In general, the more spin you put on the ball, the farther it will roll. Conversely, a putt with less spin will stop rolling faster than a ball with more spin. The loft stick can add (by pressing up on the loft stick) or subtract (by pressing down) up to three feet of power from a putt.

NOTE

The club face angle cannot be changed on a flop shot.

Change Shot Type

XBOX 360: X button

PlayStation 3: Square button

Use this button to cycle through the various types of shots. Each shot type requires different stances, mechanics and club selections. Here’s a rundown:

Full: A full shot is used by golfers to get the most power and distance from a swing. For all non-hazard shots under ideal weather conditions, this is the shot you'll use most often.

Punch: The punch is a "shortened" swing (especially with the follow-through) designed to give the shot a low trajectory. Generally, punch shots do not travel as long as full shots, and it's critical that the ball lands on terrain conducive to letting the ball bounce forward to get the distance advertised on the lower left display.

Why use a punch shot? There are several scenarios where it can be advantageous:

- When winds are strong, a low trajectory can help place a ball more accurately.
- If you don't want to use 100 percent power with a certain club, a punch shot can help shorten the distance without altering the mechanics of the analog stick.
- If an obstacle in your direct path (such as a tree) is in your way, a punch shot can help you direct the ball underneath that obstacle.

Pitch: Available only when using wedge clubs, a pitch shot makes the ball go a relatively short distance (generally 15 to 50 yards) on a high trajectory. Because of that high trajectory, the ball usually does not roll very much after it hits the ground. The pitch is a great swing for reaching a green—assuming you're within 50 yards.

Flop: Another wedge-club-only swing, the flop shot is a variation of the pitch. Although flop shots travel relatively shorter distances than pitch shots, there is virtually zero spin on the ball when it lands. So for the ultimate in ball placement accuracy, the flop shot is the best way to get a ball to "stick" upon landing on a green. The flop shot is also great if you want to get over a hazard that might be in your way.

Chip: You can perform chip shots with shorter-distance irons and wedges. When on the fringe of a green, chip shots are a great way to get a ball to roll to the hole.

Power is not a variable with chip shots. Instead, an aiming marker (denoted as a green arrow) marks where the ball will wind up—assuming it rolls along a level surface.



Since few greens are level, you'll need to use the putting grid to determine how the ball will actually roll upon landing, and adjust the aiming marker to compensate for the slope and elevation of the green. Club selection is also important, since different clubs influence the loft and roll of your chip shot: wedges offer more loft and less roll, while irons offer less loft but more roll. Also critical is the amount of loft you put on your chip shot. A chip shot with no loft will tend to roll much farther once it hits the ground.

Most golfers use chip shots to get a ball onto a green so that it bounces and/or rolls toward the hole. It's critical that the ball lands on terrain conducive to letting the ball bounce or roll closer to the pin—which means that aiming for the center of the hole isn't always the way to go.

Aiming Marker

XBOX 360: Left directional pad

PlayStation 3: Left directional pad

Pressing left or right on the aiming marker control shifts your aim left or right, while pressing up or down changes the distance of your shot. At short distances (such as putts and chip shots), the aim control appears as a small green arrow for precise aiming. This control is almost always used with the view target circle button so that you can position the target precisely.

NOTE

When you change the distance of your shot using this control, your club selection will automatically change to match that distance.

Zoom to Target

XBOX 360: B button

PlayStation 3: Circle button

Press and hold down this button to view your aiming target circle (at default difficulty) or aiming marker. Assuming that you swing properly



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PGA TOUR 13 U2**

GOLF BASICS



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ADVANCED GOLF



EXTRAS





with the correct power level and stick motion, and assuming that the weather and terrain conditions are conducive to the type of shot you chose, your ball is guaranteed to land somewhere (not necessarily in the center) within that circle.



The view target circle button is also valuable in that it offers a quick “fly through” of your golf shot, so you can scout out any obstacles such as trees or bunkers that might impede the forward progress of the ball—especially with punch and chip shots where the ball needs to bounce or roll to travel farther. A good rule of thumb: If the camera flies through a tree, your ball probably will too! In addition, when this button is held, you can zoom in/out and rotate the camera by moving the left analog stick.

It’s also important to note that the size of the circle changes depending on your golfer’s accuracy stats, the type of club selected and the distance to the shot.

WARNING

Just because your ball will land somewhere in that circle, it doesn’t mean it will stay within that circle! If the edge of your circle features a steep slope into a lake, and your ball hits that edge, the laws of physics will roll that ball right into the water. The lesson learned here is to keep your target circle as small as possible, and to position the circle so that its edges do not touch any areas that may send your ball into a hazard area.

Power Boost/Spin Control/Reverse Camera (on Putts)

XBOX 360: A button or Left button (LB)

PlayStation 3: X button or L1 button

When using the left analog stick to raise the golf club, press repeatedly on this button to get additional power on the swing—this usually results



in increased distance as the ball bounces and rolls farther than it would if the power boost were not used. The amount of extra power depends on how rapidly the button was pressed before the full-swing follow-through. The power boost indicator is shown in the lower left as a white or red ball that expands as boost is added.

It’s also important to not mess up the mechanics of your left-analog-stick “swing” while pressing this button. The power bonus is essential on long par 4s and par 5s when you need to get as much distance as possible from your drive off the tee.

Once the ball is in the air, pressing this button repeatedly gives the ball additional spin—the direction of which can be changed in mid-flight with the left analog



stick. An arrow that circles around the power boost indicator represents the amount of spin. This is an important technique to master: You can actually “finesse” the ball’s path so that it will travel a certain way once it hits the ground. In general:

- Spinning a ball left or right will usually* make the ball roll left or right after hitting the ground. This is a great way to “aim” a ball at a hole when approaching a green.
- Giving a ball backspin (where the ball rotates toward you) usually* tends to make the ball roll backwards. In addition, a ball with backspin creates “lift,” so the ball can travel a slightly farther distance while in the air.
- Giving a ball forward spin (where the ball rotates away from you) usually* tends to make the ball roll forward.
- I say usually because the effects of spin can be negated quickly depending on the terrain where the ball lands and the type of club/shot used.

Spin control is most effective with full shots when targeting the pin or when trying to roll the ball left or right away from a hazard; the effect of spin control on specialized shots is less pronounced. On putts, the LB or L1 button reverses the camera angle. The PlayStation 3 version of the game also features Motion Control Spin, which is accessible through the Pause Menu / Spin Controls, or through Game Face / Profile Options.

Bird's Eye View

XBOX 360: A button or Left button (LB)

PlayStation 3: X button or L1 button

Before a shot is attempted, hold down this button to raise the camera view and get a better view of what's ahead on the course. During a putt, press this button to view the Ideal Putt Camera (if enabled).



Select Club

XBOX 360: Left and right triggers (LT and RT)

PlayStation 3: L2 and R2 buttons

These buttons quickly let you switch between clubs. We'll talk more about club selection later on in this guide.

Reset Target / Speed Up Shot

XBOX 360: Y button

PlayStation 3: Triangle button

During normal play, your caddy will automatically choose a default club and aiming point. If you switch clubs, press this button to return to the original default setting. Once the ball has been shot (either by you or a computer opponent), pressing this button speeds up the action on the course—think of it as a “fast forward” button for your game.

WARNING

These default clubs and aiming points are suggestions—nothing more. There are cases where these selections are not ideal, because they do not take into account weather, obstacles (such as trees) or changes in elevation.

Change Camera View

XBOX 360: Right button (RB)

PlayStation 3: R1 button

This toggles between three behind-the-golfer camera angles for your viewing pleasure. If you're stuck in some deep rough or foliage, you might need to switch the camera view to better see the course.

Hole Details

XBOX 360: Back button

PlayStation 3: Select button

This pauses the game and displays the information screen, showing hole details such as the distance, par, fairway/green speeds and other notable characteristics. If you're unfamiliar with the rough and green of a given hole, here's the best place to check. In addition, you can get caddy tips and a fly-by of the hole via this screen.

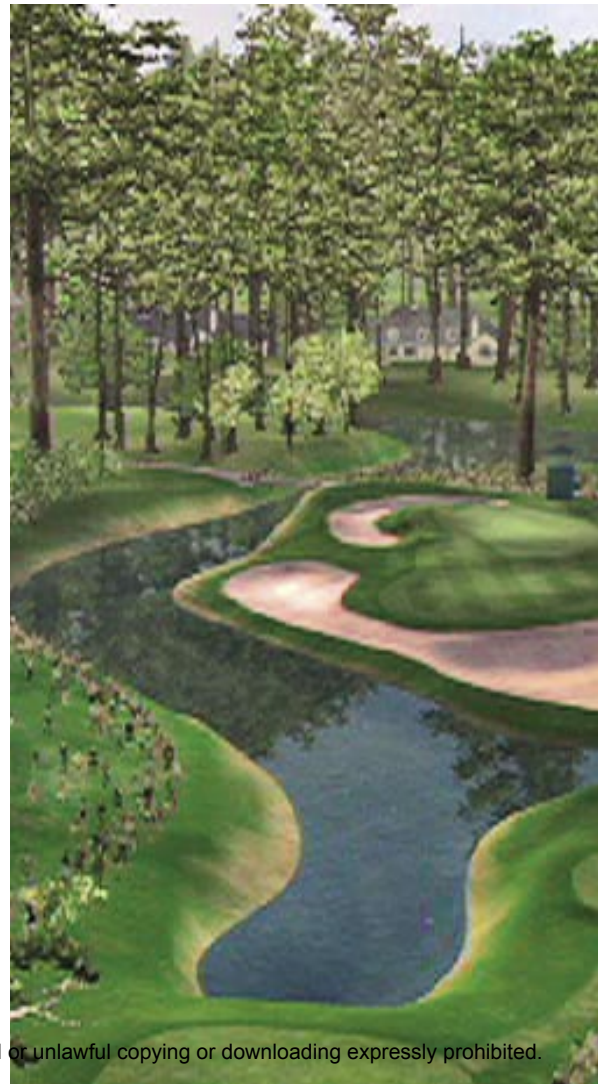


Pause

XBOX 360: Start button

PlayStation 3: Start button

This pauses the game so you can look at game instructions, modify options, look at the scorecard and quit.



**TIGER WOODS
PGA TOUR 07**

GOLF BASICS



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EXTRAS





KNOWING YOUR OPTIONS

NAVIGATING THE GAME

Tiger Woods PGA TOUR 07 has an extremely in-depth game menu as well as a wealth of options and game modes to explore. Here's a complete breakdown of what the game has to offer:

NOTE

For most menu selections, pressing the X button (Xbox 360) or Square button (PlayStation 3) will give you more information about that selection. Features that require internet access are marked with a yellow globe icon.

MAIN MENU SCREEN

From the main menu screen, you can switch your profile, change options and sign in on-line (assuming you have a compatible connection). Below is breakdown of each of the main menu categories:



• Start or Continue Career

Create your very own golfer (or play as Tiger Woods) and compete in the Tiger Challenge, play through a PGA TOUR season, train

to improve your golfer's stats, or view all your awards and records from this selection. Career Mode is covered in detail in the Advanced Strategy section.



• Game Modes

Select from many different types of game modes: mini games, traditional games, arcade games, online games, practice and tutorials. A breakdown of all the game modes is listed in the next section.



• Game Face

This is used in conjunction with Career Mode to completely customize the appearance of your

golfer. You can also shop for items in the Pro Shop, view your current skills, change your in-game animations, change the clubs in your bag, and edit controller/save settings.



• ESPN on Demand

This lets you change the ESPN-related settings in the game.

• EA SPORTS Extras

From here, you can look at golfer biographies, see previews of other EA SPORTS titles, check online news and FAQ updates, and view game credits.



• Play Now

Play Now is a special selection that you can fully customize in the options menu: golf course, number of players and holes, tee and pin placements, etc. When you select this menu option, your customized gameplay set-up will be loaded for play.



• Options

Changes all in-game options, which are covered later in this guide.

THE VARIOUS GAME MODES

Tiger Woods PGA TOUR 07 is chock-full of gaming goodness, offering a dazzling array of game modes to choose from. The basic control and gameplay strategies in this guide apply to nearly all the game modes shown below:

NOTE

Many of the game modes require more than one player. However, you can set other players to CPU control so that you can play solo against the computer.

NOTE



Curious about the stats of a given golfer in the game? When choosing a profile in any game mode, you can toggle the stats chart on

and off. You can change the outfits of most of the PGA TOUR and fantasy golfers as well.

MINI GAMES



- **Twenty One:** Golfers take turns putting for points; the first golfer who reaches 21 points wins.
- **Seven:** Golfers take turns chipping for points; the first golfer who reaches seven points wins. One point is awarded for being closest to the pin on a given shot; two points are awarded for sinking a shot.
- **Target:** Golfers are given 20 balls to hit targets for cash. The golfer who earns the most cash wins.
- **Target-to-Target:** Golfers are given bulls-eye targets to land the ball on.



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- **Capture the Flag:** Golfers are given targets to hit; a bulls-eye shot locks out a target. The first golfer with five locked targets wins.
- **T-I-G-E-R:** This game is a variation of H-O-R-S-E, in which the first golfer makes a shot, and the second has to match it or beat it—if the second golfer fails, he or she gets stuck with a letter. The first golfer to spell T-I-G-E-R loses the game.
- **Putting Contest:** Golfers have three chances to sink a putt. The golfer closest to the hole (or who sinks the putt) wins.
- **Approach Contest:** Golfers have three chances to get their drive as close to the pin as possible. The golfer closest to the pin wins.
- **Closest to Pin Contest:** Golfers have three chances to get their approach shot as close to the pin as possible. The golfer closest to the pin wins.
- **Long Drive Contest:** Golfers have three chances to drive a ball as far as possible. The golfer with the longest drive wins.

NOTE



In some game modes, another player or team may challenge you with a money wager. It's up to you whether you want to take the bet or not.

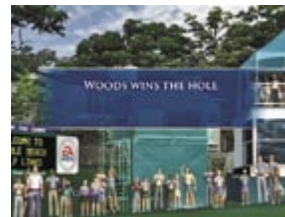
NOTE



In some multiplayer game modes, you'll have access to the Pro Challenge menu, which lets you customize your game in terms of

challenge level. For instance, you can take out all the woods and driver from your golf selection, or turn off spin or power boost. You can even do crazy stuff like turn the bunkers into out of bounds areas!

TRADITIONAL GAMES



- **Stroke Play:** This is the common "lowest score wins" round of golf for one to four players. You can fully customize gameplay options such as number of holes, tee and pin selection, wind, mulligans, and so forth. If playing alone, this is the general equivalent to a course practice mode.
- **Match Play:** This is classic head-to-head golfing in which the person using the fewest strokes to complete a hole "wins" that hole. The goal is to win the most holes.
- **Skins:** This is a money-driven multiplayer event in which the player with the lowest score on a hole wins some cash. If two people tie at a hole, that money carries over to the next hole. The person with the most cash at the end is the winner.
- **Stableford:** This game uses an alternative scoring method for holes: 8 points for a double eagle, 5 points for an eagle, 2 points for a birdie, 0 points for par, -1 point for a bogey and -3 points for a double bogey or worse. The person with the highest score at the end of the game is considered the winner.
- **Alternate Shot:** Four players compete in two-man teams, where each player takes turns shooting the ball for their team. Each player on a team alternates on tee shots. Standard match play rules apply.

NOTE

Four-player games such as Alternate Shot can be set up to make for some interesting two-player variants: Two players can play cooperatively on the same team against the computer, or two players can compete head-to-head with CPU opponents. Throwing the randomness of computer play into the mix might be a nice change of pace from ordinary two-player match play games.

- **Best Ball:** Four players compete in two-man teams, but each player plays the course individually. The best individual player score among teammates for a given hole counts as

the team score for that hole; the team with the lowest overall score (using stroke play rules) wins the game.

- **Four Ball:** This is a variation on Best Ball. The player that scores the lowest on a hole wins that hole for their team; teams compete for the best overall score using the match play scoring method.
- **Greensome:** This is an interesting two-team match play variant in which all four players shoot tee shots. Each team then gets to pick their “best ball” tee shot to play for the remainder of the hole. The key strategy in this game mode is for the first teammate to be aggressive with their tee shot: Depending on how good (or bad) that shot winds up, the second teammate can either continue to be aggressive (if the first tee shot was good) or go conservative (if the first tee shot was bad) to get at least one ball squarely on the fairway.
- **Bloodsome:** This is similar to Greensome in terms of gameplay structure, but this time your opposing team gets to choose which tee shot you have to play from for the rest of the hole (which is usually the “worst ball” hit by your team). The key strategy in this game mode is for both teammates to be conservative with their tee shots to stay on the fairway.

ARCADE MODES



- **Battle Golf:** This is a cool two-player match-play game in which players battle for clubs. The winner of a hole can either take a club out of an opponent's bag, or add a missing club back to their own bag. The only clubs that cannot be removed are the putter, five iron and sand wedge.

NOTE

In Battle Golf, The first club you always want to take (or get back) is the driver, followed by the wood club—you want to cripple your opponent's ability to drive down the fairway! After that, continue to keep taking the longest-distance club or wedge out of your opponent's bag, or take back your driver or wood club.

- **One Ball:** In this match-play game, golfers take turns playing a ball closer to a hole. The goal is to be the golfer who hits the ball into the hole. This usually means trying to give your opponent the crummiest shot possible if you have no shot of making it into the hole. During a hole, an orange circle will appear—you must hit the ball inside this circle. If you fall short, your opponent then gets two turns in a row. (This is to prevent players from hitting the ball away from the hole rather than toward it.) In addition, you must never hit the ball out of bounds—this will give your opponent three turns in a row to finish the hole!

NOTE

If you don't have a clear shot to the hole (or extra turns), a key strategy in One Ball is to aim directly for the worst hazard on the course, i.e. heavy rough or a deep bunker. The goal is to force your opponent into a hazard shot that creates great difficulty in reaching the orange target circle. If your opponent's shot falls wide or short, you'll get an extra turn to play the ball toward the hole.

ONLINE GAME MODES

With an internet connection, you can play a ranked or unranked match online with another player, or enter the lobby to look for opponents.

PRACTICE MODES



All practice mode selections take place on a specially designed practice course.

- **Driving Range:** Swing away to your heart's content.
- **Pitch & Putt:** Choose any pin location and ball placement on the course and practice that shot as much as you want.

TUTORIALS

The tutorials comprise five different categories, including a “What's New” section. The tutorials were covered in detail earlier in this guide.



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GAMEPLAY OPTIONS

You can change options from the main menu screen. From a strategy and gameplay standpoint, the options menu features a number of important customization features all players should be aware of:

DIFFICULTY LEVEL

Here are the primary differences between the game's four difficulty levels:

- **EAsy Play:** Geared for first-time players, this difficulty has Precision Aiming and the Ideal Putt Camera turned on. Opponents will be easier to beat as well.
- **Balanced:** Considered the default difficulty level, True Aiming is set by default and the Ideal Putt Camera is turned off. Opponents will be tougher but not overwhelmingly so.
- **Hard:** Designed for seasoned players, this difficulty is the same as Balanced but with tougher opponents and less room for error with club selection and shot execution.
- **Tour Pro:** Masters of the game can choose this difficulty for the ultimate in golf simulation.

The game features reactive difficulty, so if you are beating opponents too easily or are losing too many matches, the computer will ask if you want to change the difficulty level.

WARNING

At the Tour Pro difficulty settings, it is harder to consistently achieve full power on shots, so you might want to employ a strategy of using an extra club and overaiming on approach shots to compensate for the loss of power. You also have to be totally precise on your left analog stick swings, or else you will veer off target.

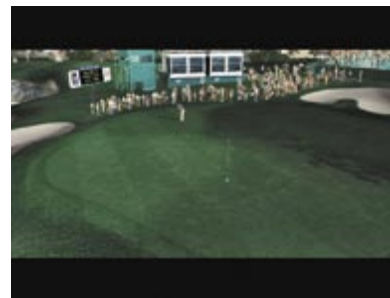
OTHER OPTIONS

In addition to turning gameplay features such as spin control and power boost on or off, you can also customize online game set-up, ESPN, audio and music options. Below are a few options that significantly impact gameplay and strategy:

NOTE

On some difficulty and game mode settings, some options (such as Ideal Putt Camera) may be automatically disabled during a game.

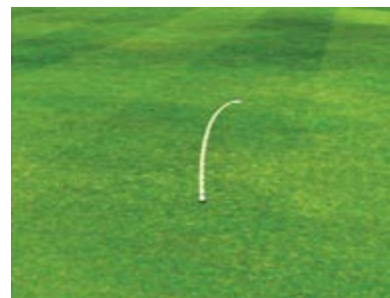
- **Tap-Ins:** When set to "On," extremely short putts are automatically made by the computer.
- **Swing Aid:** This option turns Swing Aid on or off.
- **Green Grid:** When set to "On," this overlays the elevation grid during each putt. Unless you are an advanced player, you should keep this setting on.
- **Big Hit Camera:** When set to "On," the camera will letterbox when you execute a solid hit on the ball. This camera is actually a nice tool to let you know when you've hit or aimed a shot properly.



Ideal Putt

Camera:

When set to "On," you'll be able to see the ideal trajectory of a putt. This can help beginners aim the putt better than with the grid alone.



- **Pressure Moments:** This turns Pressure Moments on or off.
- **Metric:** Change this option to switch displayed distance units from meters to feet.
- **Shot Clock:** When set to "Off," the shot clock will be disabled. When turned on, the shot clock limits the amount of time available to choose a club and execute a shot.

NOTE

When the Shot Clock is off, and you let the controller sit untouched for a while during a game, listen for the announcer make a wide variety of unusual and funny remarks to pass the time.

- **Password:** Enter passwords to unlock players and courses.



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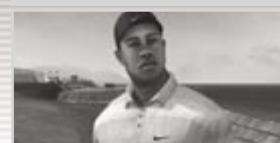
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DEVELOPING YOUR GAME

BASIC STRATEGY

True success in *Tiger Woods PGA TOUR 07* boils down to mastering the key techniques used during a game. Once these techniques are mastered, you'll be ready to play mistake-free golf and dominate the PGA TOUR.

UNDERSTANDING THE HEADS-UP DISPLAY

The lower left corner of the screen displays everything you need to know before you commit to a golf swing:



- **Club Chosen / Swing Type / Maximum Yards:** The top line of text shows the currently selected club, swing type and maximum distance possible based on that club and swing combination. (The different swing types are covered in the basic controls section of this guide.) Check to make sure you have the right set-up in place before you execute any swing.

NOTE

The maximum yards shown do not take wind, loft or elevation into account. The actual distance traveled for a shot will depend on those factors.

- **Loft / Putting Power / Ball Spin:** The circular picture to the left will depict one of three things depending on the situation. Before a swing, the picture will show the amount of loft on your swing—which is determined by the angle at which you strike the ball. A club shaft angled left adds loft, while a club shaft angled right reduces it. During a putt, this circular picture shows the spin power added to the ball, which is represented by an arrow. The longer the arrow, the more spin power. Finally, when a ball is in the air, this circular picture shows the ball's current spin, which is an essential technique to master on drives and approaches. We'll talk about that later in this section.

- **Ground Type / Lie:** The bottom lower left corner displays the surface the ball is currently on (i.e. tee, fairway, rough, sand, etc.) and how much of the ball there is to hit—which in golf terminology is known as the "lie." For the purposes of this game, the "lie"—expressed as a percentage between 50% to 100%—shows what percentage of yards the ball will actually travel relative to the maximum yards listed on the top line. We'll talk about how to read the "lie" later in this section when discussing hazard shots.



- **Elevation and Yards to Pin:** The bottom blue line has two very vital stats. The first is the change in elevation from where the ball is to the center of the aiming circle. This stat turns blue when there's a downhill change, turns yellow on an uphill change and green when there's no elevation change. Elevation is a key factor in several techniques. The number to the right of that elevation number shows the yards to the pin.
- **Wind:** The lower right corner of the display shows the wind speed (the number in m.p.h.) and direction (the yellow arrow). Adjusting to wind is one of the most important techniques to master in this game.

The elements of the heads up display change when the aiming target or circle is activated:



- **The club and yardage information changes dynamically as the aiming target is moved to different locations:** Also note that the maximum yardage changes to actual yardage; a percentage appears next to that number which represents how much of the swing animation you must execute with the left analog stick to send the ball to that aiming target location. This number changes in color depending on the elevation change from the ball's origin (blue for downhill, green for level and yellow for uphill).

- **An additional selection appears above the top line to display shot history:** By pressing L1 (PlayStation) or LB (Xbox 360), you'll see the history of the last shot performed on this hole. This can help jog your memory if you forget what you did last time.



KEY TECHNIQUES

Now that you know all about the elements of the heads up display, it's time to master the fundamentals of golf.

TECHNIQUE #1: THE ART OF AIMING

The most important skill to master is how to position your aiming circle or marker to maximize the chances of success for your shot. The aiming circle shows the area where your ball may land—given a perfectly executed shot with no wind involved. (If you don't hit the ball smoothly, or if you add a fade or draw to your shot, the ball will land outside that circle.)

NOTE

At the EAsy Play difficulty, the aiming circle is replaced by the more conventional aiming marker, which may be easier for beginners to use. However, learning how to work effectively with the aiming circle is well worth the effort, and will make the game that much more challenging (and enjoyable) as a result.

Here are the key strategies for aiming effectively:

- **KEY #1:** The smaller the aiming circle, the better. Your golfer's stats dictate the size of your aiming circle—improving your stats will help reduce the size of your circle. Club selection also dictates the size of that circle. For instance, when shooting onto a narrow fairway, the aiming circle for a driver (**left**) may be too big. Switching to a smaller club (**right**) reduces the distance of your shot—but increases the chance that your ball will stay within the fairway. The lesson to remember: Exchanging distance for accuracy is often a great way to stay out of the rough.



- **KEY #2:** Monitoring the edges of the aiming circle is crucial. Remember, the aiming circle represents where the ball will likely land on a perfectly executed shot—but not where it will end up. For instance, if the edge of your aiming circle touches the edge of a downhill slope, (**left**) if your ball lands there, the laws of physics

will keep it rolling down that slope. Moving the aiming point (**right**) away from the slope will reduce your risk of that happening. The lesson to remember: Keep the edges of your aiming circle away from any hazard you don't want to wind up in.



- **KEY #3:** Aiming is a two-part process. The first part should always be to find your ideal aiming point assuming that there is no wind. The second part should always be to compensate for wind from that ideal aiming point. Always follow the process in that order; it'll make aiming easier for you in the long run. Adjusting for wind is described in the following technique.

TECHNIQUE #2: THE ART OF COMPENSATING FOR WIND

Once you've found your ideal aiming point, you must compensate for wind. If you're lucky, the wind gauge will read "0," and wind won't be a factor. However, in most cases the wind will range from 5 to 20 m.p.h. or more, and the stronger the wind, the greater the adjustment you'll have to make—only experience and practice will give you a good feel on how to adjust for wind, because it's more than an art than a science. Below are two examples that illustrate this technique:

- **KEY #1:** With no wind, you would aim for the middle of the fairway on this drive (**left**). However, with a strong wind, you would have to push your aiming circle a good distance into the trees and rough (**right**). Although your shot is headed for the trees, the wind will blow it back onto the fairway.



- **KEY #2:** With no wind, you would aim for the center of the green on this approach shot (**left**). However, with a strong wind in your face, you must extend your aiming circle past the green—even perhaps switching to a bigger club

(**right**). Although you're aiming over the green, the wind will stop its forward movement so that it lands on your intended target instead.



There are some additional things to know when it comes to wind, namely:

- Shots with low loft (i.e. punch shots and chips) are less affected by wind than shots with high loft (i.e. pitches and flops).
- If you want to reduce the effects of a strong wind, consider using a punch shot (see the basic controls section for details).
- The farther your ball travels in terms of distance, the more it will be affected by wind.
- For the purposes of this game, wind does not affect putts in a meaningful way.

TECHNIQUE #3: THE ART OF COMPENSATING FOR ELEVATION

No golf course is flat: Changes in elevation are to be expected on any course: For instance, when the heads up display



says you can hit the ball 300 yards using a full shot—it does not take elevation into account. It will actually travel a farther distance going "downhill" and a shorter distance "uphill." Here are key strategies to remember:

- **KEY #1:** For drives and approach shots, you should adjust your power boost (and in some cases, club selection) to take changes in elevation into account. There is no hard and fast rule, but the general rule of thumb is this: When shooting or putting uphill, you'll need to add more power; when shooting or putting downhill, use less power.
- **KEY #2:** A special case to consider is when you have to hit a ball up a steep hill or bunker—a prime example is the 18th hole at Riviera Country Club. The change of elevation is sharp, and



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if you don't add loft to your shot, you may not clear the hill. (Another similar special case is when you must add loft to your shot to shoot over an obstacle such as a tree.)

For putting, changes in elevation are crucial, and we'll discuss that in the "The Science of Putting" section later on.

TECHNIQUE #4: THE ART OF DRIVING

A drive is the first shot you take on every hole, and it begins with a tee shot from one of three locations determined by game mode and user settings. Most drives are usually hit with a driver or wood club. Here are the key strategies for a successful drive:



- **KEY #1:** Maximum driving distance is directly determined by your golfer's stats. If you want more yards off your drive, you must improve your stats or choose to play a golfer (i.e. Tiger Woods) with already high stat levels.
- **KEY #2:** A smooth up-down motion on the left analog stick is the only way to maximize your chances for maximum distance and accuracy. And obviously, you have to adjust for wind and elevation.
- **KEY #3:** When the heads up display says you can hit the ball 300 yards using a full shot, it does not mean that the ball will travel 300 yards in the air. More likely, it will travel 280 yards or so and bounce for another 20. This is important because if a hazard is close and in line with your target point, there's a strong possibility that the ball will bounce into that hazard and stop cold. In such cases, it's usually safer to stop the ball short of that hazard.
- **KEY #4:** There are two ways to maximize distance on a drive. The first is to use as much power boost as possible (jam on the button) while swinging. The second is to add forward roll while the ball is in the air (jam on the button again while pressing forward on the left analog stick). One caveat: Be careful if you're shooting toward a hazard or rough—too much power on a shot may accidentally send your ball farther than you intended.

- **KEY #5:** A good number of golf holes have bends in the fairway called doglegs. While aiming for the center of a straight fairway is almost always the right thing to do, there are three techniques (which can be used in combination) to attack dogleg fairways. The first is to adjust the aiming point left or right to cut the fairway. The second is to use a draw (a shot where the ball curves left while in the air) or a fade (the ball curves right). The third is to use left or right spin on a ball so that when it lands, it bounces to follow the curve of the dogleg.

NOTE

Using left or right spin on a drive is also useful if you're trying to steer clear of the rough or a hazard. For instance, if you see your first shot drifting toward the left side of the fairway, adding right spin will make the ball bounce back toward the middle of the fairway. This is why spin is a powerful tool in adjusting shots once they're in the air.

If you can get to the green off your drive shot, it effectively becomes an approach shot, which is covered in the following technique.

TECHNIQUE #5: THE ART OF APPROACH SHOTS

For the purposes of this strategy guide, a shot that attempts to get close to or land on the green is considered an approach shot. Generally, these shots are less than 200 yards and are taken with iron or wedge clubs. Of course, like any other shot, you must account for wind and elevation. Here are key strategies to note when it comes to approach shots:



- **KEY #1:** Like with driver shots, approach shots at long distances with big clubs (i.e. a 3 wood) won't travel the full distance as advertised: They'll fall short and bounce forward to their advertised distance. Again, if a hazard or elevation change lies in the direction of your ball's travel, you may wind up short of your intended target.
- **KEY #2:** Distance is everything when it comes to approach shots: The closer you are to the pin,

the more options you have at your disposal. That's why a strong driver shot is so essential to a good approach game.

- **KEY #3:** Specialty shots and loft control are a big part of success with approach shots. Here's a chart breakdown of shot type and the advantages and disadvantages of each:

| SHOT TYPE | APPROACH ADVANTAGES | APPROACH DISADVANTAGES |
|------------|--|---|
| Full | <ul style="list-style-type: none"> + Travels the greatest distance + Can use any club except driver | <ul style="list-style-type: none"> - Difficult to "stop" ball after landing - Ball bounces after landing, could wind up in hazard |
| Punch | <ul style="list-style-type: none"> + Is least affected by wind + Can be shot under obstacles like tree branches + Offers "in-between" yardage options not available with full shots + Great for when front of fairway is bunker-free | <ul style="list-style-type: none"> - Relies heavily on bounce after landing to achieve proper distance - Hazards and uphill elevations can stop shot quickly |
| Pitch/Flop | <ul style="list-style-type: none"> + Easy to "stop" ball after landing + Can use this shot to aim close to a pin + Flop shot has virtually no ball roll | <ul style="list-style-type: none"> - Can use only within short distances - Is strongly affected by wind - Flop aiming circle is wider than pitch aiming circle in most cases |
| Chip | <ul style="list-style-type: none"> + Most accurate way to aim at the hole | <ul style="list-style-type: none"> - Can only be used on fairway very close to the green - Travel path of shot extremely affected by changes in elevation |

NOTE

The chip shot is one of the most difficult shots to master in the game, because it combines the difficulty of a proper swing with the need to read a green. The mistake most beginners make with a chip shot is not adjusting for elevation and/or getting thrown off by the shortened stroke animation. The result is that a shot fails to roll as far as intended. Until you master the mechanics of a chip shot, there are two stop-gap remedies: Rely on the pitch to get on the green, or add extra power to chip shots to make them roll farther. Chip shots use the same green-reading techniques as with the putting grid (described later in this section).

- **KEY #4:** If your aiming circle is close to a choice between two clubs—i.e. one at 70% and one at 100%—always choose the one with full power. That way, you get to execute a full swing on the left analog stick.

- **KEY #5:** Spin control is everything when it comes to getting close to a hole. A key skill is to read the shot while it's in the air and quickly adjust spin to get the ball closer to the pin. In general, backspin prevents a ball from rolling forward on landing (and depending on the slope and shot type, it can even roll backwards). A forward spin lets the ball roll forward after landing, while left and right spin can send the ball left or right.

WARNING

Some of the trickiest approach shots are those at close range when you are in between clubs, i.e. one club is too short, the next club up is too far. In these challenging situations, here are your options (which can be used in combination):

1. **Shorten the swing:** Find out what percent power you need to use to reach the hole (adjust the aiming point and look at the percent power shown on the heads up display), and try to shorten your swing animation by that same ratio.
2. **Maximize or minimize loft:** Generally, a ball with maximum loft will stop sooner after landing on a green; a ball with minimum loft will roll farther on a green after landing. In the latter case, you must take the slope of the green into account so the ball doesn't roll too far past the hole.
3. **Add or omit power boost:** Use power boost if you need a little extra distance, and refrain from using it when you need to shorten the swing.

TECHNIQUE #6: THE ART OF HAZARD SHOTS

If you've mastered the previous five techniques, there's no need to read this one ... but even the best of players can make mistakes, and mistakes send balls into hazard zones. However, with a little math skill



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combined with two key concepts, you can make the best of these bad situations:

- **KEY #1:** The pecking order of hazards in increasing nastiness is as follows: rough, bunker (sand trap), tall rough/bush, tree (i.e. stuck in front of one) and water. Follow this pecking order when you set your aiming circle: If you're stuck between aiming for a bunker or water—pick the bunker!
- **KEY #2:** The main reason why hazard shots are bad is because they're unpredictable off the club face—that's the first half of the penalty for getting into a hazard. If you're lucky, your shot will move in the direction you want it to. If not, you might find yourself in another hazard.

WARNING

I've found that adding maximum loft to shots in tall rough can make shots veer wildly off course—even moreso than in other types of hazards.

- **KEY #3:** The second reason why hazard shots are bad is because they kill shot power—that's the second half of the penalty for getting into a hazard.
 - **KEY #4:** Now how do you recover from a hazard shot? Your hazard shot tactics will be dictated by your situation: When you're near the green, you want to get near the hole; when you're off the fairway, you want to drive toward the hole; and when you're in deep trouble, you may want to just get back on the fairway. However, here are the fundamental rules that apply to all hazard shots:
1. Remember in KEY #3 that hazards reduce power because they reduce your lie (the percentage in the lower left corner of the heads up display). In this example, the 100 percent aiming point is here (left), but because the actual lie is much less than 100 percent, the actual maximum landing point of your shot is actually here (right).



2. This step requires math and some guesswork—you have to overpower the shot with a bigger club that will give you equivalent distance to where you want to aim. If the lie is 80-90%, you don't have to pick too much additional club (left). However, if the lie is severe (i.e. only 50-60% power), this usually means nearly doubling the distance from the intended target so that the aiming point is literally out of bounds (right).



NOTE

If you have to hit out of a steep bunker or are hitting uphill, you may need to add loft on your shot to clear the hazard. In addition, always add power boost to any hazard shot so that the ball is hit as firmly as possible.

3. Now that you have the power determined, figure out where to put your aiming point, taking wind and elevation into account if necessary. If you're close to the green and shooting over a short distance (i.e. from a nearby bunker), you usually can aim your hazard shot in the direction of the green. However, if you are far from the green, you have to consider the possibility that the ball will veer far left or right off the shot—especially with a bad lie—and that the ball will also fall short of its target. This means playing for the fairway and not the pin: In a nutshell, you want your shot to travel over as much fairway as possible. For example, the “ideal” approach from this shot in the deep rough is to aim straight for the pin (left). However, this is a bad idea: If your shot veers right, you're back in the rough. The better place to aim is far left of the green—even quite possibly in the rough on the other side of the fairway (right)! This may seem to defy common sense, but look at the strategy: Whether you veer left, veer right or head straight, you've maximized your chances of landing on the fairway rather than in the rough. If you land on the fairway, use spin to roll closer to the green. The key lesson here is to aim to create a “safe corridor” for your hazard shots—one that travels over the most fairway (and fewest hazards) possible en route to the green.



WARNING

The technique described above is extremely aggressive—it's meant to recover quickly from a mistake and keep the ball moving closer to the hole. However, if executed improperly, it can lead to disaster—so if you want to be conservative, tone down the overpower/misaim strategy and focus on just returning to the fairway.

TECHNIQUE #7: THE SCIENCE OF PUTTING

Now that you've safely landed on the green, it's time to finish off the hole by putting. During a putt, a putting grid will appear. This grid provides a 3-D representation of the slope of the green, and is composed of interlocking colored squares. The colors represent elevation change: green for level, yellow for slightly uphill, red for severely uphill and blue for downhill. In addition, the squares show moving white beads that further illustrate the speed and slope of the green. The faster the beads move, the more severe the slope.

If you read only one part of this book, this is it. Reading and making putts is arguably the toughest challenge in this game, and it is the most important technique to master. To be honest, putting was driving me crazy until I hit upon this bulletproof technique called the "touch/tap/press" method, which has helped my score immeasurably:

Step One: Determine shot power by judging elevation

Putting power comes in levels ranging from 5 feet to 120 feet. On a putt, the computer will set your power level—but it doesn't take elevation into account. If you have a long putt, you may have to raise the power level up one if elevation is uphill to the hole, or down one (or possibly two) if elevation is downhill. The general rule of thumb: One inch of elevation (up or down) corresponds to 1 foot of distance (farther or closer).

NOTE

Downhill putts will usually roll farther than you might think. Play very conservative with power when it comes to downhill putts.

If the elevation changes only slightly, or if you just need to tweak power level slightly, add or reduce spin on the putt with the right analog stick instead. This spin power can add or subtract 3 feet (or more in some cases) to a putt. The goal here is to match the power with the changes in elevation as closely as possible, and it will take a little practice to get a feel for how to adjust putt power accurately.

WARNING

When it comes to reducing spin, be careful that you don't take too much off the ball on short (5-10 foot) putts. Except when putting downhill, it's better to hit with just a little extra power to make sure the ball travels firmly in the direction you want it to go—a low-power putt can break erratically at times as it slows down.

Step Two: Focus on the horizontals to the pin

With the power set, it's on to the aiming process. At first glance, the putting grid is an overwhelming mass of information about the slope of the green (left)—it's all obviously useful, but for the purposes of a putt, only a few of these lines matter: the short horizontal lines directly between the ball and the hole (right).



Step Three: Look at the line

You will now read each short horizontal line in order, starting with the one closest to the ball. Look for the white bead on that line: You need to figure out how fast it's moving, and what direction it's moving in. For the purposes of this method, you have eight variations to choose from:

| READ DIRECTION | SPEED OF BEAD MOVEMENTS | | | |
|----------------|-------------------------|------|----------|------|
| Moving Left | None | Slow | Moderate | Fast |
| Moving Right | None | Slow | Moderate | Fast |

What's the difference between slow, moderate and fast? After you see a couple of putting grids, you'll be able to get a feel for the differences in bead movement speeds.



TIGER WOODS
PGA TOUR 13 07

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS





Step Four: Adjust the aiming marker to compensate for the line

Here's where the "touch/tap/press" stuff comes into play. Using the left directional pad, you will move the aim point to compensate for the bead movement. You will move the aim point by a "touch", a "tap" or a "press" in the direction OPPOSITE the bead direction. These terms are really just subjective guidelines based on feel, but a rough guideline is as follows:

- A "touch" presses the directional pad left or right for roughly 1/8th of a second
- A "tap" presses the directional pad left or right for roughly 1/4th of a second
- A "press" presses the directional pad left or right for roughly 1/2-3/4 of a second

"Touch," "tap" and "press" equate to slow, moderate and fast bead movement. If there is no bead movement, no adjustment needs to be made. Here are a few examples so you get the feel of how this method works:

| IF THE BEAD IS... | ADJUST THE AIM AS FOLLOWS... |
|----------------------|------------------------------------|
| Moving Left Slow | Touch right on the directional pad |
| Moving Right Fast | Press left on the directional pad |
| Moving Left Moderate | Tap right on the directional pad |
| Not moving | No adjustment |

Step Five: Repeat for every line

Repeat steps three and four for each horizontal line between the ball and the hole. Note that each successive read of a line occurs AFTER the aim adjustment is made for the previous line.

When you reach the hole, look to see how close the next horizontal line is behind it. If it's pretty close, count that line as well. Depending on the breaks and adjustments made, your original aiming point (left) may be very different from your new point (right)—or it could be very close.



Step Six: Add artistic license

This step is optional, but it seems to help at times once you get a feel for this aiming method. Look at your new aiming point, and then

look overall at the putting grid. Do you feel you moved the aim point enough, or do you think you moved it too much? At this point, feel free to add an extra touch or tap (but not more than that) as needed to compensate for your gut feeling on this putt. This step basically smoothes out any mistakes you might have made during steps three through five.

Step Seven: Putt with a full, smooth swing

The most important step is to perform a full and smooth down-up putt animation (with no jiggle or slant) using the left analog stick. If you follow these steps correctly, you should putt the ball very close to the hole!

Once you get a feel for this method, reading putts will become easier than you might expect. The reason why this method works well is that it's iron-clad consistent: It works for any distance and any break (as long as you have the correct power figured out, of course). And even if you don't get the ball in the hole, this method will consistently get you close enough for an easy second putt.

COURSE STRATEGIES

On the pages ahead, you'll see strategies for all 12 golf courses. Course strategies are generally based on the typical pin and hole placements during PGA season play—although we cover strategies for noteworthy or unusual pin placements when necessary. All strategies were written while playing at the Hard difficulty setting.

The strategies also assume that your golfer has reached at least Champion status (50% overall skill level), and that you can consistently drive the ball at least 250 yards. Specific hole strategies can vary depending on difficulty setting, pin/hole placement and your golfer's stats.

Finally, when the course strategy uses phrases such as "aim directly" at something, the assumption is that you're adjusting your aim to compensate for wind speed/direction.

CAREER MODE OVERVIEW

Most players will spend their time in Career Mode, creating a rookie golfer from scratch and building his or her skills through training, tournaments and one-on-one challenges against some of the world's best PGA TOUR and fantasy golfers. Here's how Career Mode is structured:

- **Create a Golfer:** The first time you start off in Career Mode, you get to choose whether to play as Tiger Woods or as a brand-new golfer. By choosing a new golfer, you'll be able to change the golfer's appearance as well as use items from the Pro Shop.



NOTE

When you create a new golfer, you get to alter all physical attributes. However, these physical attributes have no effect on a golfer's starting rookie stats.

- **Tiger Challenge:** Compete in 9- or 18-hole match play against 21 fantasy and PGA TOUR players. Beating players in Tiger Challenge unlocks extras such as playable characters and special items in the Pro Shop. Winning a challenge also increases your golfer's skill attributes and your money earnings. As you progress in Tiger Challenge, opponents will become tougher—culminating in a one-on-one battle with Tiger Woods!
- **PGA TOUR Season:** Compete in a series of four-day tournaments at the best golf courses in the world. Although you automatically qualify for most tournaments at the start of a season, others later in the year are only open to the top 10 ranked PGA TOUR players—if you want to play in those tournaments, you must play well during the season to qualify.



In addition, the game now features a version of the PGA TOUR's brand new championship format:

The FedEx Cup. Points are awarded after every tournament based on how you finish. The golfer with the most points at the end of the season (culminating in The Tour Championship event) is crowned the year's champion!



In addition, you can access online tournaments, view the current leaderboards and schedule, and view your golfer's PGA TOUR statistics—the latter is a great way to track your golfer's progress relative to the rest of the field.

WARNING

Although you can simulate the first two days of a tournament, there is a risk of missing the cut if you do. In addition, you have a better chance of winning a tournament by playing all four days to build up your score manually.

• Training Challenges:

Each golfer has nine relatively self-explanatory skills: Power, Power Boost, Ball Striking, Driving Accuracy, Putting, Recovery, Approach, Spin and Luck. You can train to improve your stats in the first eight skill categories. (Luck is a non-trainable skill that increases with experience). Each skill category has four or more training challenges to choose from; each training challenge, if completed successfully, will increase two of your categories (one primary and one secondary), which are highlighted when you choose a specific challenge.



- **My Records and Awards:** In this part of the game, you can look at your player records, resumé, trophy room and online statistics.

We'll talk more about Career Mode and how to "build the ultimate golfer" later in this guide.



TIGER WOODS
PGA TOUR 11

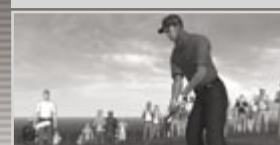
GOLF BASICS



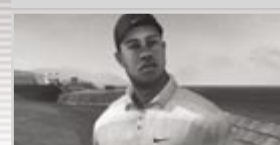
COURSE STRATEGY



ADVANCED GOLF



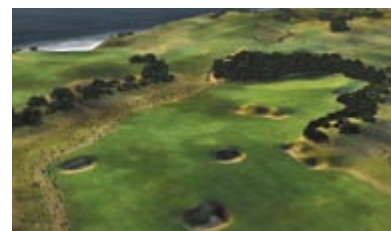
EXTRAS





BANDON DUNES

BANDON, OR • YEAR OPENED / 1999 • PAR / 72 • DISTANCE / 6,732 yards • ARCHITECT / David McLay Kidd



COURSE HISTORY

Set alongside picturesque sand dunes along the southern Oregon Coast, the Bandon Dunes Golf Resort comprises three courses—the highlight being Bandon Dunes, which opened in 1999. Designed by David McLay Kidd, the course is modeled after the look and feel of historic Scottish courses.

In its short history, Bandon Dunes has quickly become one of the most popular public golf courses in the United States (in some circles, it's ranked even higher than prestigious Pebble Beach—but beauty is always in the eye of the beholder, of course). The course held its first major event in July 2006, and given its unparalleled beauty, it will certainly hold more in the years to come.

COURSE OVERVIEW

You must earn \$45,000 to unlock this course, which features large and firm fairways and greens that give golfers multiple options for approaching a hole. Those wide fairways combined with the undulating terrain will force golfers to consider how to play the ball as it bounces and rolls. Winds are also an ever-present factor on this course; prevailing winds blow from the north in the summer and from the southwest in the winter.

The course features six holes (the 4th, 5th, 6th, 12th, 15th and 16th) that play directly alongside the coastline. The 16th is considered the signature hole, featuring a fairway broken up by a deep gorge. The toughest holes really depend on which way the wind is blowing, but many consider the 5th and the 11th as the most challenging.

Did you know?

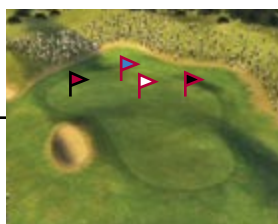
Bandon Dunes was David McLay Kidd's first-ever golf course design in the United States.

BANDON DUNES / 1st HOLE

PAR 4 • YARDS / 303 (WHITE), 352 (BLUE), 386 (BLACK) • 13 HANDICAP

OVERVIEW

The 1st hole features a dogleg right and a fairway that narrows as you approach the green. The raised hill on the right fairway isn't as dangerous as the trio of bunkers that protect approach shots toward the green.



THE GREEN The green is raised along the back and left; the front of the green slopes downhill toward the fairway. A second dip sits along the front right edge.

HAZARD ZONES

1 RAISED RIGHT HILL This bump marks where the fairway turns right. Your driver shot should stay left of this to ensure a headache-free approach shot.

2 LEFT BUNKERS There's a ridge that divides the left bunkers from the end of the fairway—you must clear that ridge, or else your ball may get stuck in the rough, or even worse, roll into a trap. Of the three bunkers, the one farthest left is the deepest and nastiest, and without a spectacular shot, it'll be extremely difficult to escape onto the green from here.

3 BACK-SIDE BUNKER This bunker shouldn't come into play unless you really smack your approach shot strong and left. Keep your approach shot right and this shouldn't be a problem.

HOLE STRATEGIES



PLAY IT SAFE Play your first shot down the middle of the fairway in the open space just before it narrows and bends right. This should set up a middle-iron shot to the green. Aim toward the back-right side of the green; this trajectory will help you steer clear of the nasty ridge of bunkers to the left.



BE AGGRESSIVE If you're playing from a short tee, have the wind at your back and/or have enough driver, you can shoot over or around the raised hill that marks the dogleg turn. If not, you'll have to take it safe. The aggressive approach shot is directly at the pin, making sure you use enough power and loft to safely clear the left bunkers.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 2nd HOLE

PAR 3 • YARDS / 124 (WHITE), 155 (BLUE), 189 (BLACK) • 15 HANDICAP

OVERVIEW

The 2nd hole plays uphill over a sand-and-brush-filled dune to an undulating green. Two small bunkers protect the green and the short-cut grass around it: one sits to the left side, the other sits along the front.



THE GREEN The green slopes up along the back edge, and a bump across the middle sets up a tricky downward slope to the front.

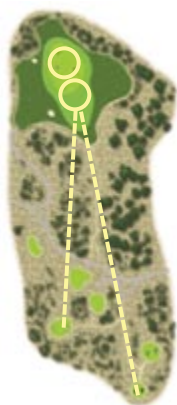
HAZARD ZONES

1 DON'T FALL SHORT The fairway in front of the green is steeply sloped, so a tee shot that falls short will usually roll backwards for a good distance.

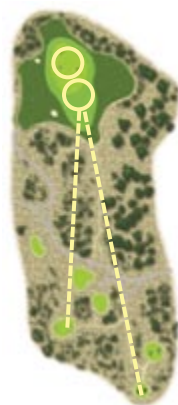
2 LEFT BUNKERS These bunkers are fairly small, so chances are if you miss right, you'll land in rough rather than in these hazards. The front left bunker is especially difficult because you'll need a powerful uphill shot to blast out of the sand trap to save par.

3 DIP TO THE RIGHT Missing right of the green avoids the bunkers but isn't exactly a picnic either: A sunken crater of rough sits along the right front edge. It's easy to play out of this dip, but it may be tough for a ball that lands on the front edge of the green to not roll off it.

HOLE STRATEGIES



PLAY IT SAFE If your swing isn't strong enough to land on the green, you may have to play for par and target the front edge of the green instead with a small club—conceding the fact that your shot may very well roll back onto the fairway or catch the edges of the rough. This sets up an uphill pitch to the tee—but at least this way you stay out of the small bunkers to the left.



BE AGGRESSIVE This is an especially tough hole to birdie, especially from the black tees, as you may be forced to use driver or 3 wood if the wind is against you. This usually results in a wide aiming circle, so you have to hit smoothly and rely on a little luck to land on the green safely. The green is extremely wavy, so you'll need to read your birdie putt carefully.

BANDON DUNES / 3rd HOLE

PAR 5 • YARDS / 427 (WHITE), 489 (BLUE), 543 (BLACK) • 3 HANDICAP

OVERVIEW

The 3rd hole is rated one of the most difficult on the course in terms of distance, but it does provide a decent birdie opportunity. Yet another bumpy fairway is dotted on both sides with sand traps; three small bunkers protect the front of the green.



THE GREEN The large green slopes downhill from back to front, and the breaks vary unpredictably down that slope.

HAZARD ZONES

- 1 RIGHT FAIRWAY BUNKERS** Aim your driver shot just left of the center of the fairway to keep these bunkers out of play.
- 2 LEFT FAIRWAY BUNKER** It's unlikely that this small bunker will come into play unless you land in rough on your first shot.
- 3 FRONT GREEN-SIDE BUNKERS** These bunkers sit in front of a natural ridge up to the green, and the sand trap to the right is especially deep. These bunkers are extremely tough to shoot out of, so if you can't comfortably aim for the back of the green on an aggressive second shot, you must lay up short of them.

HOLE STRATEGIES



PLAY IT SAFE Aim for the widest part of the fairway as you can off the tee—especially from the black tees, you'll need as much power off the swing to make sure you don't fall short of the fairway. Your second shot will fall short of the green: Aim for the fairway area between the right fairway bunker and the sand traps in front of the green to set up a nice approach shot.



BE AGGRESSIVE You can reach the green in two (especially from the white tees). You must get as much distance from your driver as possible, aiming your drive just left of center on the fairway. Depending on the success of that shot, you'll have enough club to reach the green—if not, you must lay up short of the bunkers that front the green.

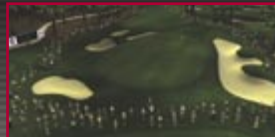


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 4th HOLE

PAR 4 • YARDS / 310 (WHITE), 362 (BLUE), 410 (BLACK) • 5 HANDICAP

OVERVIEW

The 4th hole is a slight dogleg right that features a lone bunker on the left side of the fairway as it bends right. Two extremely deep bunkers protect the left side of the green, while the right side sits alongside the cliffs of the Pacific Ocean shoreline.



THE GREEN It rises from the front and peaks along the right and back edges. A small dip along the left-front side channels balls toward the rough between the bunkers.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKER** This small bunker acts more as a visual aiming point for golfers rather than a bona fide hazard. Aside from the rough, most shots off the tee do not have any hazards to worry about.
- 2 LEFT GREEN BUNKER** To be honest, the bunkers guarding the left side of the green aren't as bad as they look. Don't get it twisted: You definitely want to avoid them at all costs. But as far as sand traps go at Bandon Dunes, they're shallow enough to comfortably shoot out of.
- 3 THE LONG FAREWELL** The mass of bushes and rough along the back of the green are arguably nastier than the bunkers above—so if you sail over the green, you'll be in a world of hurt. Don't overpower your swing if you're aiming for the back or right side of the green.

HOLE STRATEGIES



PLAY IT SAFE Get as much distance as you can off your driver. This should set up a comfortable iron shot onto the green. If you're worried about the bunkers, play the shot to the right. If you're worried about the ocean cliff, play the ball short. However, the green is big enough to aim for the center to set up a birdie putt.



BE AGGRESSIVE There's not much benefit to going for a riskier approach shot (which essentially entails aiming more directly at the pin rather than settling for the middle of the green). This is because if your shot comes in "hot" (meaning too fast) with no backspin, there's a strong chance it will skip over the green and roll in the rough behind it.

BANDON DUNES / 5th HOLE

PAR 4 • YARDS / 341 (WHITE), 400 (BLUE), 428 (BLACK) • 1 HANDICAP

OVERVIEW

The 5th hole is among the most challenging on the course, partly because of a fairway that narrows considerably past the halfway point. The front half of the fairway is split in half by two islands of rough and bushes.



THE GREEN The long green plays downhill from back to front; the back half of the green shows a break away from the coastline.

HAZARD ZONES

1 SAILING LEFT Shooting down the left side of the fairway is like cloning a dinosaur—just because you can do it doesn't mean you should. Besides, if you have enough power to shoot left, you probably have as much power to shoot right over the island bushes.

2 ISLAND BUSHES Depending on your power and tee placement, these hazards in the middle of the fairway can cause all sorts of headaches for your tee shot. Ideally, you'd like to shoot over them or aim right of them, but you must ensure that there's enough fairway in front of your aiming circle for your ball to bounce safely.

3 UNHAPPY VALLEY Here's why landing on fairway is so critical on your first shot: You'll need precision to guide your ball through this narrow path to the green.

HOLE STRATEGIES



PLAY IT SAFE Aim for the right side of the fairway. If you have enough power to safely shoot over the island bushes, go for it. Otherwise, you may need to pull out a shorter club to create an aiming circle that doesn't overlap either the islands to the left or the rough on the right. Aim for the green on your second shot if possible; get it close if you can't.



BE AGGRESSIVE With enough power and a friendly wind, a power play down the left side can give you the most direct route to the pin. The key here is a straight swing so the ball doesn't veer right into the island bushes or left out of bounds. The reward for your risk is a clear approach to the green that isn't hampered by the tall hills to the right.

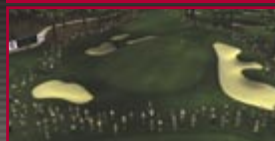


TIGER WOODS
PGA TOUR

GOLF BASICS



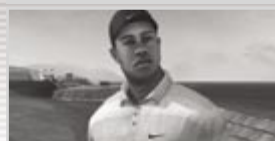
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 6th HOLE

PAR 3 • YARDS / 115 (WHITE), 153 (BLUE), 161 (BLACK) • 17 HANDICAP

OVERVIEW

The 6th hole requires a tee shot onto a large green with rough edges that slope downhill along the perimeter. The hole's lone bunker is a deep circular one on the left-front edge that collects any shots drifting toward the coastline.



THE GREEN The green slopes downhill from back to front; for the most part, the breaks force balls toward the middle of the putting surface.

HAZARD ZONES

- 1 NO LEFT TURN** Any ball that sails left has a strong chance of landing out of bounds. Aim for the right side of the green at all times to avoid this heartbreaking fate.
- 2 LEFT BUNKER** Another reason to steer right is to avoid this bunker, which will catch balls that fall short of the green.
- 3 BACK AND RIGHT ROUGH** The back of the green isn't too bumpy, but the right side has some sharp breaks downhill. This may be the price you have to pay for avoiding the area left of the green.



HOLE STRATEGIES



PLAY IT SAFE If you have to miss on this green, miss right. Chances are, you'll need to use a long club that will need to bounce on the fairway and uphill to reach the green. If you can pull that off, you'll have a legitimate birdie opportunity—but if you fall short or right, you'll still have a manageable pitch or chip shot to save par.



BE AGGRESSIVE The rapid drop-off along the left side of the green should scare the heck out of you, but if you're fearless, go for a more direct shot at the pin that keeps the aiming circle just right of the of the green's left edge. You must hit with power and accuracy, because if you fall short and left, the hole's lone bunker awaits.

BANDON DUNES / 7th HOLE

PAR 4 • YARDS / 303 (WHITE), 372 (BLUE), 383 (BLACK) • 7 HANDICAP

OVERVIEW

The 7th hole features a fairway that opens up as it reaches a three-tiered green. Two sand traps sit along the front of the fairway to catch anything that falls short and left—and they pose the greatest risk from the black tees.



THE GREEN The triangular-shaped green has three elevation levels: the highest is the back right, the middle is the back left, and the lowest is the front.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKERS** Stay away from these deep bunkers by shooting over them. With a solid swing, they won't be anything to worry about.
- 2 UPHILL CLIMB** The approach to this green is tricky because you have to compensate for the rise in elevation. Chances are, you'll need to pull out a bigger club and aim for the back of the green to land squarely on the putting surface. The worst thing you can do is not put enough power on your swing—if it lands short and right, it will catch the downhill-sloping rough instead.
- 3 NO-ROLL RIDGES** Hitting the front of any of these ridges will kill any chance for the ball to bounce closer to the green. In other words, don't even think of punching your way up the hill.

HOLE STRATEGIES



PLAY IT SAFE Swing with power and confidence off the tee, and you should have more than enough real estate to fly over the bunkers and rough that pinch the left-front side of the fairway. Shoot for the back center of the green with a little extra power and loft to safely clear the uphill climb and ridges in front of the green.



BE AGGRESSIVE The aggressive approach is exactly like the safe approach, with the exception of finessing your approach shot closer to the pin if at all possible. However, all things being equal, it's better to hit the back of the green to set up a long birdie putt, than fall short of it and be stuck with a chip or pitch shot instead.

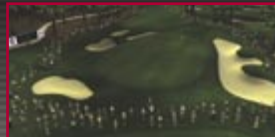


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 8th HOLE

PAR 4 • YARDS / 293 (WHITE), 342 (BLUE), 359 (BLACK) • 11 HANDICAP

OVERVIEW

The fairway of the 8th hole hooks right around a large stretch of thicker-cut rough that surrounds five bunkers. Two small bunkers dot the right side of the second-half of the fairway; two more bunkers protect the left side of the green.



THE GREEN The large green generally slopes from back to front with the exception of a large bump along the front-left side.

HAZARD ZONES

- 1 ROUGH TO THE RIGHT** On your tee shot, play to the left of this area. If you try and shoot over it, make sure that you have enough fairway in front of your aiming marker to catch the ball's first bounce upon landing—it hits rough or a bunker, it'll stop cold in its tracks.
- 2 LEFT GREEN BUNKERS** The green is plenty large enough to keep the ball a safe distance from these sand traps.
- 3 BUMP ON THE GREEN** This isn't a hazard per se, but if your ball lands on this bump, it will bounce/roll back or to the left.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot up the left side of the fairway just before it narrows into the much wider portion of the fairway. The green is large enough to aim close to the pin—if anything, keep your aiming circle a little right to stay clear of the left bunkers. Land safely on the green to set up a nice birdie putt.



BE AGGRESSIVE The only time you should even consider going over the stretch that cuts across the fairway is if you play from the white tee, have the wind at your back and have enough power to clear it. Otherwise, the shortcut is not worth the risk—and you'll have a chance at birdie anyway using the safe approach.

BANDON DUNES / 9th HOLE

PAR 5 • YARDS / 466 (WHITE), 520 (BLUE), 558 (BLACK) • 9 HANDICAP

OVERVIEW

The 9th hole is highlighted by pot bunkers that sit in the middle of the front stretch of the fairway. A slight dogleg right is marked by a second series of sand traps in the middle of the fairway. The area around the green is bunker-free.



THE GREEN The green has absolutely no consistency in terms of elevation or break—although the front half is lower than the rest of the surface.

HAZARD ZONES

1 HIDDEN ROUGH The first hazard on this course is ironically the hardest to see: A strip of long semi-rough that separates the very front of the fairway. Normally, you sail over this area on the white and blue tees—but from the black tees, your ball could wind up here. The lie won't be too bad (about 90% on average), but try to get as much power off your tee shot as possible to clear this area.

2 CENTER FAIRWAY BUNKERS You should land short of these bunkers on your drive, but if you have enough power to scoot past them, aim for the right side of the fairway.

3 LEFT FAIRWAY BUNKERS Technically, the area between the two left-side bunkers and the last bunker on the fairway is safe to land on—but the thought of clearing those two sand traps is a bit dicey. Again, stay to the right side of the fairway for your approach shots.

HOLE STRATEGIES



PLAY IT SAFE Hit the tee shot as far as possible, aiming toward the front of the center fairway bunkers. Then play your second shot to the right side of the fairway toward the green—depending on your starting tee, this may require one or two shots to reach the green. Don't be too powerful on the approach; balls will roll off the back and left sides of the green.



BE AGGRESSIVE It's hard to get aggressive unless you start from the white pins and have the power to reach the green in two by cutting the dogleg—which, to be honest, is not worth the risk. Your first shot will have to be hit hard and right of the center fairway bunkers to even have a chance of reaching the green on your second shot. Play safe and be happy with a birdie.

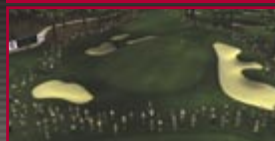


TIGER WOODS
PGA TOUR

GOLF BASICS



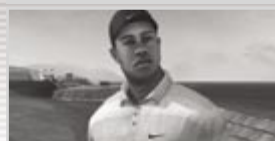
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

33

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 10th HOLE

PAR 4 • YARDS / 276 (WHITE), 339 (BLUE), 362 (BLACK) • 4 HANDICAP

OVERVIEW

The 10th hole gives golfers two approaches to the green: The left side is longer but sets up a better approach shot to the hole; the right side is more direct but is guarded by larger stretches of rough. Watch out for more bunkers across the middle of the fairway.



THE GREEN The green generally slopes downhill from right to left, with a hump on the right-front side.

HAZARD ZONES

1 ROUGH TO THE RIGHT Much like the start of the 8th hole, play to the left of this area on your tee shot—especially from the black tees. From the white and blue tees, however, it is possible to shoot over it—just make sure that you have enough fairway in front of your aiming marker to catch the ball's first bounce upon landing.

2 SECOND RIGHT RIDGE The end of the fairway is constricted by a second ridge of rough that pushes in from the right. At the bottom left tip of this ridge is a bunker that should be avoided. If you stay on the fairway from the tee, you should have plenty of club to reach the green safely.

HOLE STRATEGIES



PLAY IT SAFE Take your tee shot left of the large area of rough and bunkers. Make sure your aiming circle does not clip too much rough on either side (go to a smaller club if you need a smaller circle). Land the ball just past the end of this rough, and you'll have a clear approach. Make sure to use enough club to hit over the second ridge if the pin is on the green's right side.



BE AGGRESSIVE If you have enough power, take your tee shot over the large stretch of rough/bunkers directly at the pin. If you clear this hazard area, you'll have a closer approach. Aim directly for the pin on your second shot, and like with the safe strategy, make sure you use enough club to clear that second ridge in front of the green.

BANDON DUNES / 11th HOLE

PAR 4 • YARDS / 288 (WHITE), 351 (BLUE), 384 (BLACK) • 2 HANDICAP

OVERVIEW

The 11th hole is a long and tough stretch that begins with three bunkers spaced evenly along the left edge of the fairway. Past them is a sand trap along the right side. The relatively narrow green is fronted by a lone bunker that sits right of the fairway's end.



THE GREEN The green dips downhill along the back left and front sides. The fairly level back side is separated from the front by a bump in the right center of the green.

HAZARD ZONES

1 LEFT FAIRWAY BUNKERS As long as you don't hook your driver shot too far left, these bunkers are far enough away to not cause any trouble on the drive. If you can reach them from the tee, aim for the right-center part of the fairway to keep them out of play.

2 ROUGH GUARDING THE GREEN If you're taking a long approach shot up the left side of the fairway to the green, be mindful of this small area of rough that pinches the end of the fairway. If your shot falls short, it will likely stop in this rough short of the green.

3 RIGHT OF THE GREEN This sand trap isn't the only concern along the right side of the green: Behind it are two more craters of rough that your ball will settle into if your approach shot misses right. Shoot for the left side of the green to safely avoid these hazards.

HOLE STRATEGIES



PLAY IT SAFE If you can't reach the first left fairway bunker off your tee shot, aim for the dead center of the fairway (this is usually the case from the black tees). If you can reach the left fairway bunker, shade your shot to the right center of the fairway instead. If you can't reach the green safely on your approach, you must lay up short of the bunker to the right.



BE AGGRESSIVE The aggressive play is to go for the green in two. Depending on your golfer's stats and starting tee, this may or may not be an easy task. On your approach, shoot for the left side of the green to steer clear of the bunker and large rough craters along the right side; however, if the pin is located on the right side, you may have to shoot over them instead.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

35

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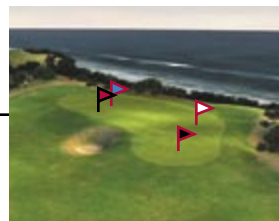
TIGER WOODS
PGA TOUR 07

BANDON DUNES / 12th HOLE

PAR 3 • YARDS / 117 (WHITE), 153 (BLUE), 199 (BLACK) • 18 HANDICAP

OVERVIEW

With the Pacific Ocean as its backdrop, the 12th hole features a bean-shaped green with a lone bunker that protects the left-front side. Surrounding the green is a playable stretch of fairway and short rough.



THE GREEN The left side of the green is raised and slopes toward the ocean; the front lobe of the green is relatively flat with few major breaks.

HAZARD ZONES

1 LONE GREEN BUNKER There's actually enough fairway to the left and right of this bunker to scoot around this hazard. However, since this only a par 3 hole, aiming for the pin is probably the best way to go, even if it means clipping the edge of this sand trap with your aiming circle.

2 RIGHT BACK RIDGE If you land short of this ridge on your tee shot, you may catch rough and be safe. However, if you shoot over this ridge as a result of too much power off your swing, you'll be forced with an uphill shot from the rough to get back onto the green. A smart club selection and judicious use of power boost will help you avoid this scenario.

HOLE STRATEGIES



PLAY IT SAFE Aim for the right-front side of the green with a steady full shot. Make sure your club selection and aiming circle compensate for the wind. Depending on your aiming circle size, you may have to accept the risk of landing in the bunker to the left or the rough to the right. If you want to be super-safe, lay up in front of the green with an iron instead.



BE AGGRESSIVE The aggressive strategy is obvious: Aim right for the pin, and dial up your power and swing as closely as possible to match the distance required. Again, make sure you don't put too much power on your shot or your ball may roll off the green—especially if the pin is located on the left side.

BANDON DUNES / 13th HOLE

PAR 5 • YARDS / 455 (WHITE), 537 (BLUE), 553 (BLACK) • 6 HANDICAP

OVERVIEW

The 13th hole is highlighted by a marshy mess of a water hazard that pushes into the left side of the fairway. There aren't any sand traps to worry about, but the fairway is filled with weird rolls and dips that may create difficult lies.



THE GREEN The green features a very strong slope downhill from back to front, with dips along the left and right edges.

HAZARD ZONES

1 RIDGE OF ROUGH It may be hard to see, but there is a ridge of rough that sits in front of the water hazard—effectively splitting the fairway in two. If you're shooting from the black tees, you should lay up short of it; from the shorter tees, aim to the right of this ridge.

2 WATER WOES You must avoid any patch of rough on your tee shot to ensure that you can cleanly hit the ball on your second shot to avoid the grass-filled water hazard along the left side of the fairway.

3 COLLECTION AREA This isn't a hazard, but if your ball falls short of the green on your approach, it will most likely roll into the area here, resulting in an uphill pitch to the green. Make sure to add extra loft and power boost to compensate for the uphill shot.

HOLE STRATEGIES



PLAY IT SAFE Depending on your starting tee, you'll have to either lay up short or steer right of the large ridge of rough in front of the water hazard. From there, aim straight for the green, and don't worry if the ball rolls right into a fairway dip—it's better than veering left and catching water or rough. A solid pitch to the green should set up a nice birdie putt.



BE AGGRESSIVE In most cases, you won't be able to reach the green in two. However, if the wind is at your back from the white tees, it is doable. Shoot up the right side of the fairway with as much power as you can muster: If you can roll your ball into that stretch without going into the rough, you'll have a closer shot to a hazard-free green.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

37

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 14th HOLE

PAR 4 • YARDS / 292 (WHITE), 332 (BLUE), 359 (BLACK) • 16 HANDICAP

OVERVIEW

Look for more island bunkers in the middle of the dogleg right fairway of the 14th hole—thankfully the fairway is wide enough to offer some safe landing points. The green is open up front; a lone bunker guards the right-front side of the green.



THE GREEN The green slopes downhill from the front/back edges to the center as well as from right to left.

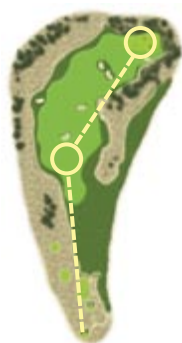
HAZARD ZONES

1 ISLAND BUNKERS These bunkers are nasty and should be avoided at all costs—even if it means going with a smaller club and laying up short of that first bunker. It is very difficult to blast out of these bunkers—so don't expect to carry the ball very far out of one.

2 SECOND ISLAND BUNKER This bunker looks a bit imposing, but if your first shot from the driver landed safely on the fairway, you should have more than enough club to shoot over this hazard onto the green.

3 LONE GREEN BUNKER The green is so large that there's plenty of landing room to avoid this bunker that sits to the right of the green. Aim for the left side of the green to ensure that you keep this sand trap out of play.

HOLE STRATEGIES



PLAY IT SAFE Ideally, tee shots that play along the left side of the fairway offer a better approach to the green, but if you plan to lay up short of the first island bunker, there's plenty of room on the fairway to go right as well. Whichever side you choose, as long as you don't land into one of the island bunkers, reaching the green in two should be easy.



BE AGGRESSIVE Depending on your starting tee, you might be able to shoot over that first island bunker and thread the needle between the two bunkers behind it. If you can push that shot far enough, you'll set up a much easier approach shot to the left side of the green. However, you must power your shot to clear that first island bunker—don't cut it close!

BANDON DUNES / 15th HOLE

PAR 3 • YARDS / 103 (WHITE), 131 (BLUE), 163 (BLACK) • 14 HANDICAP

OVERVIEW

The 15th hole features a balloon-shaped green guarded to the left by rough and to the right by one of the deepest sand traps on the course. In front of at bunker is a decently sized strip of fairway to work with.



THE GREEN The green generally is raised along the back side and slopes downhill as you reach the left-front edge. The breaks on the green are varied and unpredictable.

HAZARD ZONES

1 ROUGH LEFT Especially from the tougher blue and black tees, the left rough that borders the fairway comes into play. However, if you have a choice between catching the rough or catching the right bunker—settle for the rough.

2 DEEP RIGHT BUNKER For lack of a better term, this is the “sand trap of doom,” because you may be hard-pressed to get to the green from this hazard in just one shot. Avoid it at all costs.

3 BACK SIDE BLUES Players attacking the green may opt to use extra power boost as insurance for clearing the right-side bunker. This is dangerous because of the shallow green—a shot that lands “hot” will skip over the green and instead catch the downhill rough beyond.

HOLE STRATEGIES



PLAY IT SAFE Aim for the front-left side of the green, shading your aiming circle left to keep the hole’s lone bunker away from your aiming circle. Make sure to compensate your aim for any crosswinds: You’ll need to thread your shot in the small stretch of fairway between the rough to the left and the bunker to the right.



BE AGGRESSIVE If the pin is located on the left side, you can stick to the safe approach. If the pin is located to the right, you should still play it safe and accept a longer pitch or putt to the hole. If you are absolutely fearless, you can directly attack pins on the right side of the green—just make sure to add extra loft and power to avoid falling into the deep sand trap.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

39

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BANDON DUNES / 16th HOLE

PAR 4 • YARDS / 275 (WHITE), 345 (BLUE), 363 (BLACK) • 10 HANDICAP

OVERVIEW

Many consider the ocean-side 16th hole as one of the prettiest that Bandon Dunes has to offer. The main feature is the canyon that cuts into the start of the fairway. An island of sand and rough sits in the middle of the back half of the fairway.



THE GREEN The very large green slopes downhill from back to front. For the most part, putts will break toward the ocean.

HAZARD ZONES

- 1 CANYON** This canyon may look imposing, but it's fairly easy to clear even from the black tees. If you're really paranoid about it, shoot left of it with a small iron.
- 2 FINGER OF ROUGH** This long, thin patch of rough and bushes causes the most trouble on the drive: In most cases, you won't be able to shoot over it safely. The best bet is to aim to the left of it toward the widest part of the fairway.
- 3 ISLAND OF ROUGH** This island of rough (which includes a bunker at one of its tips) should be safely avoidable by shooting right of it to reach the green. Avoid the fairway left of this hazard; it will be difficult to reach the green safely from there.

HOLE STRATEGIES



PLAY IT SAFE Although the safest first shot is a dialed-down iron to the left of the canyon, this sets up a very long and difficult approach shot that you most likely will have to lay up short of the bunkers. A more risky but better overall drive is over the canyon into the center channel of the fairway, just before or just after it narrows.



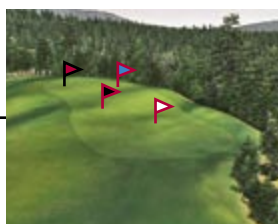
BE AGGRESSIVE The safe approach down the middle will give you enough distance to reach the green on your second shot, but the most aggressive play is over the canyon onto the lobe of fairway that's on the right side. This sets up the closest and most direct shot to the green. However, that approach must clear a stretch of heavy rough, so don't miss short or right.

BANDON DUNES / 17th HOLE

PAR 4 • YARDS / 300 (WHITE), 375 (BLUE), 389 (BLACK) • 12 HANDICAP

OVERVIEW

The 17th hole features bunkers along the left side of the fairway before it narrows. From this point on, a large bunker and a deep ravine run along the right edge of the fairway as it leads to a long but narrow bunker-free green.



THE GREEN The green slopes downhill from back to front, and features a large hump on the middle-right side that creates a slope away from the ravine.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKERS** These bunkers to the left will pose no threat if you land short of them. You can also shoot to the right of them, but that sets up a more difficult second shot over the ravine.
- 2 RAVINE** This ravine is an unplayable zone that should be avoided at all costs. Use extra loft and power boost, and shade your aiming circle to the left side of the green as an added cushion in case your shot veers a little right upon landing.
- 3 BACK EDGE OF GREEN** Aside from the obvious ravine to the right, the green is hazard-free—but shots played too long can roll off the back side of the green. Power boost with care.

HOLE STRATEGIES



PLAY IT SAFE A tee shot shaded along the left side of the green keeps the ravine out of play and offers a better approach to the green. This is generally considered the safest way to approach this hole—assuming that you stay out of the left fairway bunkers, of course! The green is nice and deep, so you have plenty of space to work with for your approach.



BE AGGRESSIVE Shoot down the right side of the fairway just short of the tree-filled ravine. Your approach shot will have to carry over the ravine onto the green—a perilous shot might require extra loft and power boost so you don't accidentally clip any trees in the ravine. Shade the shot to the left a little, and hit it straight-on to reach the green safely.

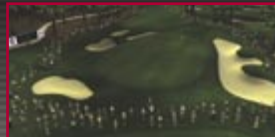


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

41

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TIGER WOODS
PGA TOUR 07

BANDON DUNES / 18th HOLE

PAR 5 • YARDS / 430 (WHITE), 513 (BLUE), 543 (BLACK) • 4 HANDICAP

OVERVIEW

The dogleg right 18th hole provides a challenging finish to Bandon Dunes: The width of the fairway changes unpredictably as natural ridges and patches of rough cut into it. The green is protected by two bunkers along the right-front edge.



THE GREEN The green features three odd ripples that cut across the center of the green; the left and right sides slope downhill as a result.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKER** In general, the left side of the fairway, including this bunker, will remain safely out of play as you negotiate the dogleg right.
- 2 ISLAND/RIGHT FAIRWAY BUNKERS** Don't try to shoot over the island bunker; instead, it's usually safer to lay up just short of it. Likewise, it's extremely ill advised to try and shoot over the hazard area to the right, or squeeze your shot between these sand traps and the island bunker.
- 3 GREEN BUNKERS** These bunkers will probably only come into play if you're trying to reach the green in two. It's better to lay up short and set up an easy approach.

HOLE STRATEGIES



PLAY IT SAFE Send your tee shot down the heart of the fairway short of the small island bunker and nearby sand traps along the right side. Carry your second shot as far as you can—most likely, you'll have to leave it just short of the green, which is a good idea anyway because of the bunkers in front of the green. Approach straight at the pin for a chance at birdie.



BE AGGRESSIVE Unless you have the power to reach the green in two, there's little point in getting aggressive here. The drawback to getting distance on that first shot is the possibility of rolling into a fairway bunker—aim to the left of the island bunker to avoid this risk. On your approach, aim for the left side of the green to avoid the bunkers that guard the right side.



CARNOUSTIE

🇬🇧 CARNOUSTIE, SCOTLAND • YEAR OPENED / 1842 • PAR / 70 • DISTANCE / 6,941 yards • ARCHITECTS / Alan Robertson and Old Tom Morris



COURSE HISTORY

Carnoustie is home to three golf courses, the most famous of which is the Championship Course. The origins of golf at Carnoustie date back to the 1500s, but the seeds for the Championship Course there were sown in the mid-1800s under the design of Alan Robertson. Twenty years later, Old Tom Morris (the main architect of The Old Course at St. Andrew) extended the course to 18 holes.

There have been several changes to the course since then, the most notable being a redesign by James Wright in 1937 of the 16th, 17th and 18th holes—creating one of the toughest finishing sequences in the world. Carnoustie will be the host of the 2007 British Open Championship.

COURSE OVERVIEW

Fittingly, the championship course at Carnoustie is shaped like a large letter “C” that hugs around the area’s natural terrain. Many of the bunkers are large and deep, and the fairways have their fair share of dips and bumps. The rough is much denser here compared to most other courses. Other hazards to avoid are the patches of whin (tall grasses and thick vegetation) that dot the course. The back nine is generally considered a bit more difficult relative to the front nine, and the final two holes are made extra challenging by the Barry Burn that slices the fairways of the 17th and 18th holes. The 6th hole is also notable: It was renamed “Hogan’s Alley” in 2003 to honor Ben Hogan’s historic 1953 Open Championship win here.

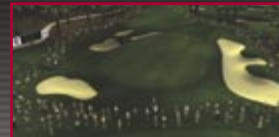


TIGER WOODS
PGA TOUR 07

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

43

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 1st HOLE

PAR 4 • YARDS / 381 (WHITE), 391 (BLUE), 401 (BLACK) • 10 HANDICAP

OVERVIEW

The 1st hole features an undulating fairway with rough along the left side and three bunkers along the right side: one halfway up, and two more near the end as the fairway meets the green. Another sand trap guards the right side of the green.



THE GREEN The peanut-shaped green is slightly raised on the left side. The right side is fairly flat and has a very slight slope toward the center of the green.

HAZARD ZONES

- 1 FIRST FAIRWAY BUNKER** The first bunker encountered on this course is rather shallow, but a large dip in the fairway will help balls roll toward it. Keep your tee shot left and short of this bunker, or try to shoot over this dip to reach the narrow part of the fairway.
- 2 END OF FAIRWAY BUNKERS** These bunkers can be easily avoided as long as you land squarely on the fairway on your first shot.
- 3 RIDGE AND GREEN BUNKER** For pin placements on the right side of the green, every approach shot is going to have to clear this ridge of rough and bushes as well as the thin bunker behind it. Use extra loft and nudge your aiming circle toward the back of the green to make sure you don't fall short.

HOLE STRATEGIES



PLAY IT SAFE Aim your tee shot down the center of the fairway short of the first right fairway bunker (don't have the top of your aiming circle touch that fairway at all). Feel free to go to a smaller club for this lay up drive. Your approach can aim for the left-front side of the green; this is very conservative, but it will keep your shot away from the bunkers to the right.



BE AGGRESSIVE You can try to shoot into the narrower part of the fairway past the first bunker to the right on your tee shot, but you can also easily lay up because the approach is manageable either way. Your approach shot should be aimed directly at the pin and should have enough loft to safely clear the bunkers and ridge to the right.

Did you know?

One of the great gaffes in golf history occurred at Carnoustie's 18th hole in 1999's British Open. Jean Van de Velde came to the 18th with a three-shot lead on the final day of play, but an overaggressive fairway shot led to a stunning triple bogey—and a championship loss.

CARNOUSTIE / 2nd HOLE

PAR 4 • YARDS / 395 (WHITE), 412 (BLUE), 435 (BLACK) • 4 HANDICAP

OVERVIEW

The 2nd hole is a slight dogleg right. The front half of the fairway is highlighted by a dangerous island bunker, while additional sand traps sit on either side along the bend. Look for six more sand traps as you reach the long but narrow green.



THE GREEN The green is about 50 yards long and slopes downhill from back to front. The green tilts slightly left to right on the back side but slightly right to left near the front.

HAZARD ZONES

1 FRONT ISLAND BUNKER The location of this fairway sand trap will present some trouble for anyone starting from the black tees—use extra power boost and hit a solid shot to sail over it safely. However, if the wind is an issue, or if you aren't a powerful enough swinger, you might be forced to play the ball to the left or right instead (which is dangerous because of the bunkers beyond).

2 FAIRWAY END BUNKERS The fairway narrows considerably as you reach the end of it; two bunkers sit left and three sit right at this point. Consider playing a low-loft full or punch shot to roll it down the fairway if the wind is strong—this can eliminate the effects of wind so you don't get blown into a bunker.

HOLE STRATEGIES



PLAY IT SAFE Play your first shot directly over that first island bunker to land squarely in the middle of the fairway. Ideally, you'd like to land between the two bunkers behind the island sand trap. From there, opt for a low-loft iron shot to roll toward the narrow green, or try to land on the front or back half.



BE AGGRESSIVE Get up the fairway as far as possible to set up a shorter approach shot, which you can also play as a low-loft or regular shot depending on the wind. Your aiming circle location will depend on pin placement: The back of the green is the best spot to clear any hazards; the triangular area defined by the final three bunkers is also a good landing point.

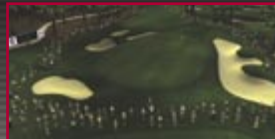


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

45

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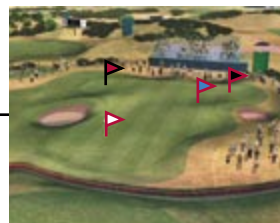
TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 3rd HOLE

PAR 4 • YARDS / 306 (WHITE), 316 (BLUE), 337 (BLACK) • 14 HANDICAP

OVERVIEW

The 3rd hole is known as “Jocke’s Burn,” which refers to the thin stream that cuts between the fairway and the large green. The fairway itself features four island bunkers on its right half, and a larger fifth bunker along the right edge.



THE GREEN The green has two ridges at its midsection that are created by the bunker to the left and a natural roll to the right. The back side is higher than the front.

HAZARD ZONES

1 PAIR OF ISLAND BUNKERS These two bunkers cause the most trouble on drives. It’s possible to lay up short of them or shoot over them—but it’s not the safest play. Aim instead to the wide fairway portion to the left of these bunkers (as well as the smaller single bunker in front of this hazard). It’s essential to stay out of any bunker to safely cross the stream in two.

2 WATER HAZARD The stream poses a definite hazard for anyone trying to shoot over or to the left of the pair of island bunkers. If you use too much club/power or fail to compensate for wind, you could land in the water. The water also comes into play for anyone trying to clear the stream from a bunker or rough—the smart choice is to lay up short of the end of the fairway instead.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot well left of the island bunkers in the middle of the fairway. Although this sets up a longer approach shot, the green is more than wide enough to find it in two. Aim for the back center of the green in case your shot falls short: You want to keep the stream safely out of play.



BE AGGRESSIVE The aggressive approach here isn’t worth the risk—but it’s definitely doable for those with a brave heart and a big driver. Aim your first shot directly in the line of the pair of island bunkers: Ideally, you want to land just short of them or far over them. This will set up a closer approach shot to the pin.

CARNOUSTIE / 4th HOLE

PAR 4 • YARDS / 364 (WHITE), 374 (BLUE), 375 (BLACK) • 16 HANDICAP

OVERVIEW

The 4th hole is a slight dogleg left with a fairway that narrows at times to the large double-hole green. Look for the first bunker to the right, then a bunker to the left at the turn, and a third along the right. The front of the green is protected by four more sand traps.



THE GREEN The two-tiered green is slightly higher in the back and lower in the front; a ridge separates the two tiers. Putts on the back half will slide toward the left edge of the green.

HAZARD ZONES

1 OFFSET FAIRWAY BUNKERS The bunkers initially seen on the fairway (the first one to the right and a second to the left) create some unusual landing areas for tee shots. A safe play is to lay up short of the right bunker and risk a longer approach shot. The safest play is to try and reach the widened fairway area that sits behind the left bunker.

2 RIGHT APPROACH BUNKERS The right side bunkers can come into play for any second shot that falls short or veers right. Ideally, you'd like to shoot over them on a non-stop flight to the green. However, it is also possible to punch or use low loft on a full shot to bounce the ball to the front of the green instead.

3 GREEN BUNKERS The green is so large, you should be able to clear these sand traps easily by using a strong and straight approach shot.

HOLE STRATEGIES



PLAY IT SAFE Lay up your first shot just short of the bunker on the left or the right—you might actually have to go down a club or two. This will keep the bunkers out of play and reduce the size of your aiming circle at the same time. This sets up a long approach shot, which you can take high to the center/back of the green, or shoot with low loft to reach the front of the green.



BE AGGRESSIVE Send your tee shot to the wider fairway zone past the bunker to the left (this may be easy or hard depending on your golfer stats and starting tee). Play over the rest of the fairway by hitting a full approach shot straight at the pin. Get the approach close enough, and you'll have a nice putt for birdie.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

47

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 5th HOLE

PAR 4 • YARDS / 363 (WHITE), 375 (BLUE), 387 (BLACK) • 12 HANDICAP

OVERVIEW

The 5th hole is a dogleg right with a fairway split in two by a long drainage ditch. The front half of the fairway is protected by two sand traps—one on each side—two-thirds of the way up. Four more bunkers protect the approach and the green itself.



THE GREEN The two-tiered green slopes uphill from a tier up front to one in the back. There's a slight break in the green from right to left overall.

HAZARD ZONES

1 U-SHAPED BUNKER This bunker on the left is the larger of the first two fairway bunkers. The safe play is to lay up just short of it—you'll still have enough iron in your club to safely reach the green in two.

2 DRAINAGE DITCH This small burn separates the fairway; although it is a dry burn (meaning that it's not a water hazard), you should still avoid it if possible by landing short of it.

3 LEFT GREEN BUNKERS The front of the green is wide enough to safely avoid these sand traps that sit left of the green (although the long left bunker can come into play for holes at the back side of the putting surface). The nearby pair of bunkers to the right (they're nestled in a ridge) can also be easily avoided by a solid approach shot favoring the center of the green.

HOLE STRATEGIES



PLAY IT SAFE Pin placement will dictate your strategy here more than anything else. Pins at the front of the green can go with this "safe strategy", which entails laying up the tee shot just short of the U-shaped bunker to the left of the fairway. The approach should target the pin directly and be hit with enough conviction to clear the bunkers left of the green.



BE AGGRESSIVE The aggressive approach works better when playing pins at the back of the green. The first shot will be a driver past the fairway bunkers: The goal is to roll to the end of the first half of the fairway. From there, you'll be faced with a very long approach to the back of the green. Target the center-right part of the green to stay clear of the bunker to the left.

CARNOUSTIE / 6th HOLE

PAR 5 • YARDS / 490 (WHITE), 500 (BLUE), 520 (BLACK) • 2 HANDICAP

OVERVIEW

The famous 6th hole, dubbed “Hogan’s Alley,” features a wide fairway divided by two island bunkers. After these island bunkers, the fairway narrows to a green protected by five bunkers, one on the left front, one on the back, and three to the right.



THE GREEN The green slopes downhill from back to front; for the most part, the green slopes from left to right.

HAZARD ZONES

1 ISLAND BUNKERS Ideally, you’d like to be able to shoot over these sand traps, but more likely, you’ll have to shoot left or right of them. Because of the bunker to the right behind these hazards, going left is usually the safer play. If you’re starting from the black tees, you may be forced to lay up instead.

2 DRY DRAINAGE DITCH Running along the right side of the fairway about three-quarters of the way up is a thin but sunken drainage ditch. Depending on where you land, you may have a tricky shot out of this hazard—you might want to play it safe and just swing to get back on the fairway.

3 FRONT GREEN BUNKER This sand trap complicates the approach for anyone trying to reach the green in two. The safest course of action is to lay up short of this bunker on your approach and settle for a short pitch to the pin.

HOLE STRATEGIES



PLAY IT SAFE The ultra-conservative approach (especially from the black tees) is to lay up short of the first island bunkers. If you have enough power to shoot farther, aim toward the center of the side left of the bunkers. From here, you can blast down the center of the fairway to lay up short of the sand trap fronting the green. An accurate short pitch will set up a nice birdie putt.



BE AGGRESSIVE From the white tees, you may be able to reach the green in two. The first challenge is to safely clear the island bunkers by shooting around or over them (preferably to the left-center side of the fairway to avoid the right-side bunker further up). You must get as much distance as possible on your driver to stand any chance of approaching the green.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

49

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 7th HOLE

PAR 4 • YARDS / 362 (WHITE), 373 (BLUE), 394 (BLACK) • 8 HANDICAP

OVERVIEW

The 7th hole has a left fairway bunker one-third of the way up, while two more bunkers can be found on the right side at the halfway point. The final two bunkers protect the left and right sides of the green.



THE GREEN The green is flat for the most part except at the back and right edges, where some bumps ripple the putting surface a bit.

HAZARD ZONES

- 1 FAIRWAY** The fairway is extremely narrow, so consider going to a smaller club on your tee shot so the aiming circle comfortably fits between the fairway.
- 2 LEFT FAIRWAY BUNKER** For the most part, you'll have enough power from any tee to shoot over this bunker. However, the safest course of action is to lay up just short of it in case you're worried about the size of your aiming circle.
- 3 RIGHT FAIRWAY BUNKERS** This pair of small but deep sand traps poses the biggest threat on your first shot. The best course of action is to aim short of them to keep out of these hazards.

HOLE STRATEGIES



PLAY IT SAFE You have two safe plays, depending on your starting tee and wind. The first is to lay up short of the left fairway bunker—the main drawback, though, is that it sets up a much longer approach to the green. The second is to lay up short of the fairway bunkers to the right, which sets up a relatively shorter approach. Aim for the center of the green on your second shot.



BE AGGRESSIVE Aim for the widest part of the fairway just in front of the two right-side bunkers, then use forward spin to push the ball into the narrower part of the fairway. This will give you a closer approach shot, which will help you aim closer to the pin. Use a little extra power on the approach and aim slightly left to clear the bunkers by the green.

CARNOUSTIE / 8th HOLE

PAR 3 • YARDS / 147 (WHITE), 157 (BLUE), 167 (BLACK) • 18 HANDICAP

OVERVIEW

The 8th hole is the first par 3 at Carnoustie, and it features an elevated green surrounded by a thin strip of fairway-cut grass. The left edge is guarded by two sand traps, while two other bunkers dominate the front-right edge.



THE GREEN The green is surprisingly level all around except for a downhill slope along the front left edge. There is no severe break to be found otherwise.

HAZARD ZONES

1 CLEAR THE ROUGH The sea of rough in front of the green will capture anything that falls short. It isn't extremely tough to hit out of this rough, but if the distance to the pin is great, you may still run the risk of shanking your wedge shot into a bunker. The lesson here: Don't land short of the green.

2 LEFT GREEN BUNKERS The bunkers to the left are easy to roll into because there is no rough cut of grass to stop your ball short—the fairway grass runs right up to the bunker.

3 RIGHT GREEN BUNKERS Unlike the bunkers to the left, the right bunkers are larger and do have a thin strip of rough cut around each one. The one to the far right may be the worst one to land into, because depending on pin placement, you may have to shoot over another bunker to reach the green—so if you miss the green, it may be better to miss left.

HOLE STRATEGIES



PLAY IT SAFE Aim for the front of the green between the left and the right bunkers but well past the border between the rough and the fairway. Consider using extra loft and backspin on the shot so that the ball doesn't roll forward into one of the nearby bunkers. This will set up a long chip or pitch to the pin, but at least you avoid the bunkers.



BE AGGRESSIVE Aim straight for the edge of the green closest to your pin location. Make sure your aiming circle doesn't graze the edges of any bunker, and be careful not to use too much power on your shot, or your ball may roll into a bunker or off the back side of the green instead. The green is flat enough so that even long putts are potential birdies.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

51

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 9th HOLE

PAR 4 • YARDS / 401 (WHITE), 420 (BLUE), 413 (BLACK) • 6 HANDICAP

OVERVIEW

The 9th hole features fairway strips that feed directly into one of three sand traps near the halfway point—one to the left and two to the right. Look for two more bunkers just in front of the green, which is guarded by a sand trap along the left edge.



THE GREEN The green is raised along the back lobe and runs downhill into a relatively flat side: The only bumps are caused by the nearby bunkers.

HAZARD ZONES

1 NARROW FAIRWAY Once again, the fairway may be a bit narrow for comfort—especially if the winds are blowing. You might be forced to go with a smaller club to have a smaller aiming circle.

2 FAIRWAY BUNKER TRIANGLE The first three bunkers on the fairway—one to the left and two to the right—really complicate matters on the tee shot. There isn't any place safe to land, and it's very easy to bounce into one of these hazards. The safest route is to aim just short of the first right bunker, but on a par 4, you must have a very strong and accurate second shot to reach the green safely.

3 SECOND BUNKER TRIANGLE The green is also protected by another set of bunkers aligned in a triangular shape. Fortunately, the green is large enough (and hazard-free enough) on the back side so that you can shoot over these sand traps without too much difficulty.

HOLE STRATEGIES



PLAY IT SAFE The ultra-safe tee shot is to lay up short of the first right-side bunker—but this will set up a very long approach shot, which may not be your best option here. A better shot is to aim toward the left side of the fairway just short of the first left-side bunker. Aim for the back of the green so that your ball has a bunker-free flight path to the pin.



BE AGGRESSIVE Either shoot your first shot into the widest part of the fairway just short of the second right-side bunker, or try to clear the bunkers altogether to land on the narrow part of the fairway beyond. Aim for the left side of the fairway: The rough on that side is relatively less nasty than the bushes and rough that line the right side.

CARNOUSTIE / 10th HOLE

PAR 4 • YARDS / 415 (WHITE), 425 (BLUE), 446 (BLACK) • 3 HANDICAP

OVERVIEW

Look for the Barry Burn to cut across the end of the fairway at the 10th hole—one of the toughest. Three circular bunkers guard the front third of the fairway, while a lone left bunker guards the midway point. Two sand traps guard the front-left corner of the green.



THE GREEN The green is fairly flat along the front and center portions, while the back lobe is at a slightly higher elevation. The breaks are inconsistent on this putting surface.

HAZARD ZONES

1 TRIPLE BUNKER THREAT The three right-side bunkers pose a fairly big challenge for the tee shot. From the shorter tees, you should be able to shoot over them safely to land just short of the lone bunker to the left. If you can't reach that distance, you'll be forced to shoot to the left of them (aiming for the left-center of the fairway) and hope you don't catch the rough to the left.

2 BARRY BURN The approach shot is extremely treacherous from long distance because you must safely cross the burn. If you land in rough on your first shot, you might be safest laying up short of the burn to set up a wedge shot onto the green.

3 GREEN BUNKERS The green is well protected at the front by two sand traps to the left. However, given the size of the green, you should be able to aim for the center or back side of the putting surface.

HOLE STRATEGIES



PLAY IT SAFE Since the approach on this hole is more dangerous than the tee shot, you have to roll the dice a bit and swing for the fairway. Shoot up the left side of the fairway to scoot past the three right-side bunkers. If you catch rough or sand on your tee shot, you must lay up short of the burn and play for par—trying to bounce over the burn is definitely not recommended.



BE AGGRESSIVE Shoot down the center of the fairway just to the left of the three right-side bunkers. Land as far right on the fairway as possible after clearing those bunkers to get a good line of sight to the green (you don't want to shoot over the bunkers guarding the green's left side). Carry a strong approach shot to safely clear the bunkers and the burn.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

53

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 11th HOLE

PAR 4 • YARDS / 342 (WHITE), 352 (BLUE), 362 (BLACK) • 15 HANDICAP

OVERVIEW

Starting from tee locations that hug the Barry Burn, the 11th hole is guarded at the midway point by two bunkers on either side. The green itself is protected by four more sand traps: Two hazards along each side.



THE GREEN The two-tiered green is deep and raised in level along the back half. A ridge separates the higher side from the lower front side.

HAZARD ZONES

- 1 ANOTHER NARROW FAIRWAY** Yes, the fairway is on the narrow side, making aiming circle placement that much more challenging. Unfortunately, since this is a par 4, laying up on the tee shot creates a much more difficult approach shot to a narrow and well-protected green.
- 2 FAIRWAY BUNKERS** The four bunkers on the fairway frame a wider "sweet spot" landing area for your tee shot. Shooting over these bunkers onto the narrow fairway is possible but not recommended.
- 3 GREEN-SIDE BUNKERS** Obviously, you don't want your approach to land in one of these. You have two landing points to focus on for the approach if you want to stay out of the bunkers: The first is to aim for the front edge of the green short of the bunkers, and try to bounce onto the putting surface. The other play is to aim for the back side of the green.

HOLE STRATEGIES



PLAY IT SAFE It will be difficult to set up a tee shot that can be considered "safe" on this hole. You can opt to shoot short of the first left bunker on the left, or you can try to land in the widened-out part of the fairway between the two left bunkers. Your safest approach is to aim for the front of the green and try to roll toward the pin.



BE AGGRESSIVE Aim for the center of the fairway in between the last two bunkers just before the landing surface narrows. Use forward spin to push your shot into the narrow part of the fairway. The rough along the edges is not too severe, so if you can shoot over the bunkers, you can try that as well. The front of the green is open enough to handle a well-aimed punch shot toward the pin.

CARNOUSTIE / 12th HOLE

PAR 4 • YARDS / 405 (WHITE), 462 (BLUE), 479 (BLACK) • 9 HANDICAP

OVERVIEW

The 12th hole is a long par 4 that begins with a tee shot that must carry over a stretch of thick rough. The front third of the green features two bunkers to the right side. The fairway ends with four more bunkers—two left and two right—that protect a wide, shallow green.



THE GREEN The green generally slopes downhill from right to left. The edges of the green are slightly raised along the front and back, sliding putts toward the middle of the green.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKERS To safely avoid these hazards, it's best to lay up onto the fattest part of the fairway just short of their locations. However, to have the best chance to reach the green in two, you'll probably have to shoot to the left of them instead.

2 RIGHT-SIDE GREEN BUNKERS For most pin placements, these bunkers—especially the one that cuts closest to the fairway, will cause the most trouble on an approach. You should be able to shoot over it safely if you hit an aggressive tee shot; otherwise, you may be forced to land just short of it.

3 LEFT-SIDE TREES For left-side pin placements, these trees may come into play. However, if you just aim for the center of the green on your approach, you'll be able to safely steer clear of these trees.

HOLE STRATEGIES



PLAY IT SAFE Especially from the black tees, the safe strategy concedes the fact that you won't reach the green in two. Take your tee shot so that it lands onto the fattest part of the fairway just short of the right-side bunkers. Aim your second shot at the front of the green just short of the sand traps, which will set up a very short approach to the pin for a par-saving putt.



BE AGGRESSIVE Shoot up the left side of the fairway past the bunkers to the right. Your second shot will be at the center of the green, with enough power to clear the hazards in front. You can target the pin if it's in the center or right side of the green. However, if it's on the left side, you may want to settle for aiming at the center of the green so you don't accidentally hit any trees to the left.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

55

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 13th HOLE

PAR 3 • YARDS / 130 (WHITE), 141 (BLUE), 161 (BLACK) • 17 HANDICAP

OVERVIEW

Named "Whins," the short-but-challenging 13th hole features a uniquely shaped green guarded on the front and sides by deep and large bunkers. Although there are thin strips of fairway along the bunkers, there is no place safe to land but the green.



THE GREEN The green slopes downhill from back to front. The front half of the green is relatively flat, although the bunkers create ridges that channel balls toward the middle.

HAZARD ZONES

1 U-SHAPED BUNKER The worst play you can make on this hole is to land short of the green and land in this bunker. Not only is it deep, but your escape shot will have to play uphill—it may be difficult to get close to the pin as a result.

2 LEFT/RIGHT BUNKERS There is no rough grass cut to stop your tee shot from rolling into the bunkers on the left and the one on the right. However, you can play out of them and get close to the pin to save par, especially if it's located in the middle or front side of the green.

3 BACK-SIDE SLOPE If you use too much power trying to land on the back of the green, you could roll off. This leads downhill to some longer rough. You want to avoid this area because it will set up a very difficult approach to the pin—and the bunkers may still be a factor on your recovery shot.

HOLE STRATEGIES



PLAY IT SAFE The figure-eight shaped green causes all sorts of trouble for your aiming circle: There won't be any clean place to land without grazing the edge of a bunker. There are two potential landing points for your shot, depending on the pin location. The first is the flat front of the green bordered by the three bunkers; the second is the back of the green.



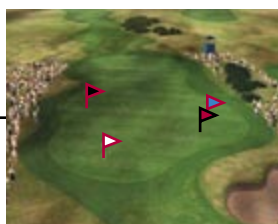
BE AGGRESSIVE The aggressive approach is the same as the safe approach, simply because of the difficulties created by the oddly shaped green. You can also opt to get super-aggressive and aim for the dead center of the pin, regardless of where the left or right bunkers might be (since you can play out of them well enough to get close to the pin). However, don't land short or long on your shot.

CARNOUSTIE / 14th HOLE

PAR 4 • YARDS / 456 (WHITE), 468 (BLUE), 483 (BLACK) • 1 HANDICAP

OVERVIEW

The 14th hole begins with a treacherous drive over a long stretch of rough onto a fairway protected by three bunkers to the left and one right. The second shot has to be played over the massive Spectacle bunkers that divide the fairway from the green.



THE GREEN The very large green generally slopes downhill from front to back. A small bump halfway up wrinkles the putting surface a bit.

HAZARD ZONES

- 1 ISLAND FAIRWAY BUNKER** The smallest bunker among the front four is also ironically the most dangerous because it's the only one that actually sits within the fairway. It is essential to shade your tee shot as far right of this hazard as possible. You won't be able to shoot over the Spectacle bunkers if you have the misfortune of landing in here.
- 2 SPECTACLE BUNKERS** These bunkers are pretty famous, but most second shots from the fairway can clear these hazards and reach the green.
- 3 FRONT-GREEN BUNKERS** There's so much green to work behind these sand traps, you can easily shoot over them on the approach shot. However, if you get too conservative with your power, you might hit short into these very deep hazards. Remember, it's better to miss long than short on this green.

HOLE STRATEGIES



PLAY IT SAFE The safe approach may be "too safe" for most players' tastes, but if you're playing from the black tees and want to keep all the bunkers out of play, this is the way to go. Lay up just short and to the right of the island bunker on your first shot, then lay up short of the Spectacle bunkers on your second shot. This sets up an approach directly at the pin for a par-saving putt.



BE AGGRESSIVE Aim for the fat part of the fairway just before it narrows. Shade your aim a little to the right to keep the island bunker to the left out of play. Your second shot will be a blaster over the Spectacle bunkers and onto the large green. Don't worry about overshooting the pin—there's plenty of green to spare—but try to land as close as possible while still clearing the bunkers.

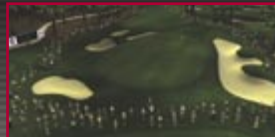


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

57

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 15th HOLE

PAR 4 • YARDS / 425 (WHITE), 442 (BLUE), 459 (BLACK) • 7 HANDICAP

OVERVIEW

The 15th hole is a slight dogleg left. The fairway is mainly bunker-free all along the left edge but is bordered by thick rough. The right side features four bunkers: Two near the front and two more at the back. Two more sand traps guard the front sides of the green.



THE GREEN The green is level except for a small raised section along the front edge. The breaks are slight, but they are varied from point to point and are not terribly consistent.

HAZARD ZONES

1 RIGHT-SIDE BUNKERS The biggest hazards off the tee shot are the two right-side bunkers that sit halfway up the fairway. Aim your target point just left of center to avoid these hazards.

2 A NARROW END The end of the fairway narrows and bends violently around some deep bunkers. Because of this, laying up on an approach shot is definitely not an option on your second shot unless you have no choice (i.e. you're shooting from rough or sand). If you're hitting from your fairway, your best bet is to aim for the back left section of the green.

3 APPROACH BUNKERS With three bunkers on the right and one on the left, the view is clear—aim for the left side of the green on your approach shot, even if this means a longer putt to the pin. The green is flat and tame enough to make long putts manageable.

HOLE STRATEGIES



PLAY IT SAFE Especially from the black tees, this is yet another one of those long and challenging par 4s at Carnoustie where laying up on the tee shot is not a worthwhile option. If you have the power to shoot over the right-side bunkers, do so by aiming just left of center on the fairway. Otherwise, try to land on the widest part of the fairway between those bunkers.



BE AGGRESSIVE Shoot past the right-side bunkers, using roll to control the landing as the fairway narrows. Your second shot—assuming you pushed it past the bunkers safely—can be directly at the pin if you think you can safely clear the remaining sand traps. If there's a chance you may bounce short, aim for the back left side of the green instead, and use extra power boost as insurance.

CARNOUSTIE / 16th HOLE

PAR 3 • YARDS / 223 (WHITE), 235 (BLUE), 245 (BLACK) • 13 HANDICAP

OVERVIEW

The 16th hole features a long, narrow green guarded up front by five sand traps: Two along the left and three along the right. In front of the green is a small stretch of fairway where golfers can choose to lay up. Look for the Barry Burn in the distance to the left.



THE GREEN The long and relatively narrow green slopes downhill from back to front. The overall break is from right to left.

HAZARD ZONES

1 LEFT-SIDE BUNKERS On the plus side, the bunkers on the left are not as deep overall as those on the right, nor are they as tightly concentrated. On the minus side, they are much farther from the green, so they may actually be tougher to hit out of as a result.

2 RIGHT-SIDE BUNKERS These are nasty little buggers with very raised front ends—two shots to get out a bunker is a distinct possibility here. If you don't have enough swinging power to safely clear these bunkers, you're better off laying up on your tee shot.

3 BUSHES TO THE LEFT If you're strong enough on your shot to target the back of the green, you're also strong enough to veer that shot left and land into these bushes, which is a definite no-no. There isn't any remedy other than to shoot straight off the tee and stick the landing.

HOLE STRATEGIES



PLAY IT SAFE If you're playing from the white tees, you may be able to have an aiming circle small enough to target the back of green without touching the edges of any bunker. You must also make sure you have enough room in front of the circle to bounce the ball in case it lands short. If your aiming circle is too big, you must lay up short of all the bunkers and settle for the fairway.



BE AGGRESSIVE From the black tees especially, you may be forced to use a driver to reach the green—but the aiming circle becomes so large that your landing point becomes a crap shoot. This is a gamble that has much more downside than upside, because many of the bunkers have raised front edges that are tough to pitch out of. Just play it safe and accept par here.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

59

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TIGER WOODS
PGA TOUR 07

CARNOUSTIE / 17th HOLE

PAR 4 • YARDS / 389 (WHITE), 421 (BLUE), 433 (BLACK) • 5 HANDICAP

OVERVIEW

The 17th hole marks the start of arguably the toughest finishing holes in all of golf. The fairway is split in two by Barry Burn, and the second half narrows considerably before opening up to four bunkers—one left and three right—to the green.



THE GREEN The large green slopes downhill from back to front, with the lowest point being the right-front side—this is where the majority of the breaks point toward.

HAZARD ZONES

- 1 DON'T GET BURNED** The Barry Burn cuts through the fairway, but most of it should remain safely out of play except for the left edge of the "island" fairway section. The best landing point on a tee shot is just short of the left bridge that connects the fairway sections.
- 2 LEFT BUNKER** This lone bunker only comes into play for anyone trying to clear the burn off the tee shot. Miss wide and left and you may wind up here—but to be honest, it's a better landing point than in the water. Unfortunately, you'll have to lay up short of the bunkers if you land here.
- 3 GREEN BUNKERS** These three bunkers to the right make it difficult to attack right-side pin placements unless you have a really short approach. Your safest bet is to aim for the left side of the green, even if it results in a much longer putt.

HOLE STRATEGIES



PLAY IT SAFE Aim for the end of the island portion of the fairway just before the burn. Make sure to not use too much power boost and overshoot the landing. Our second shot will be a long approach aimed just short of the bunkers guarding the green. If you're feeling a bit bold, you can also opt to bounce onto the green by running up the left side of the fairway between the bunkers.



BE AGGRESSIVE How bad to you want to toy with the golf gods? Yes, if you have a Tiger-style swing, the wind at your back, and the white tees as a starting point, you can clear the entire Burn and set up a very nice approach shot to the green. However, the penalty for failure can be severe—and possibly wet—if you can't execute this tee shot with precision.

CARNOUSTIE / 18th HOLE

PAR 4 • YARDS / 411 (WHITE), 428 (BLUE), 444 (BLACK) • 11 HANDICAP

OVERVIEW

The 18th hole is also dominated by Barry Burn. The tee shot must fully clear rough and the water to reach the fairway. Look for three bunkers along the right side halfway up the fairway. More water separates the end of the fairway and the green.



THE GREEN The green slopes downhill back to front; the front half of the green breaks from left to right, while the back half breaks right to left.

HAZARD ZONES

1 BURN DANGER From the black tees, the first shot will be a bit worrisome because you'll need full power and accuracy to safely land on the fairway—fortunately there's a lot of landing space. However, if you miss short or right, you could land in water.

2 RIGHT FAIRWAY BUNKERS The three bunkers on the right side are deep but can be easily avoided given the wideness of the fairway. If you can hit your tee shot far enough to reach these bunkers, shade your shot left of center to stay clear of them.

3 BURN DANGER, PART 2 Depending on how far your tee shot went, you may be able to clear the second part of Barry Burn. The rule of thumb is this: If your aiming circle can't touch the back edge of the green, you don't have enough power. Don't forget to take the wind into account.

HOLE STRATEGIES



PLAY IT SAFE Get your tee shot as far up the fairway as possible. Ideally, you should try to land the shot to the left of the three fairway bunkers—there's plenty of real estate to work with. Lay up just short of the burn on your second shot unless you're 100 percent sure you can land on the back of the green safely—the back of the green is the only safe landing point given the nearby bunkers.



BE AGGRESSIVE Aggressiveness on this hole will depend on how much distance you can get off the tee. The farther the drive runs up the fairway, the better the chance you'll have at reaching the green in two. If you can reach the green in two, aim as close to the pin as possible without the edges of the aiming circle touching the fringe alongside any bunker.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

61

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COURSE STRATEGY

Did you know?

Tiger Woods pulled off the famous "Shot in the Dark" at the Firestone Country Club in 2000, during the final round of the NEC Invitational. With darkness falling as a result of a rain delay, Tiger played an approach shot to the 18th hole that landed just inches of the cup—the shot won him the tournament.



FIRESTONE COUNTRY CLUB

🇺🇸 AKRON, OHIO • YEAR OPENED / 1929 • PAR / 70 • DISTANCE / 7,139 yards • ARCHITECT / Bert Way



COURSE HISTORY

Firestone Country Club is home to three magnificent championship-caliber golf courses—of those three, the South Course (featured in this game) is arguably the best of the lot. Originally designed by Bert Way and redesigned by Robert Trent Jones in 1960, this traditional course has been able to stand the test of time by maintaining a high level of challenge despite advances in both golf talent and technology.

In 1973, Firestone was the first facility in the world to host three televised golf events in a single year, and in 1975 was the first to host the PGA Championship three times. That 1975 event was made especially memorable by Jack Nicklaus, who mounted an amazing comeback after being five strokes down to win by four strokes.

COURSE OVERVIEW

You must earn \$120,000 to unlock this course, which is known for a number of extremely long holes that favor strong and accurate drivers and long irons.

The most famous (or perhaps infamous) hole on this course is the 16th hole, affectionately known as "The Monster"—its 600-plus yard layout can become a nightmare if an errant drive reaches the rough or nearby trees. A lake that borders the green at the end of the fairway also complicates approach shots to that hole. In addition, most golfers consider the 6th hole as the toughest par 4, partly because of its length; the 15th is generally regarded as the toughest par 3, thanks to an enormous bunker that protects the left side of a heavily sloped green.

FIRESTONE COUNTRY CLUB / 1st HOLE

PAR 4 • YARDS / 362 (WHITE), 372 (BLUE), 399 (BLACK) • 9 HANDICAP

OVERVIEW

The 1st hole begins with a straight but slightly narrow fairway bracketed at the midpoint by three bunkers. The approach to the green is guarded by two more sand traps: a smaller one on the left and a larger one on the right.



THE GREEN The green slopes downhill from back to front; the breaks are subtle but they tend to run from the center of the green toward the edges.

HAZARD ZONES

1 FIRST FAIRWAY BUNKERS The main hazards for your tee shot will come from the one large bunker to the left and two others to the right. Fortunately, the fairway is wide enough to place your aiming circle comfortably between the bunkers; a solid tee shot will find the fairway easily.

2 FAIRWAY SLOPE The end of the fairway has a steep downhill slope from right to left. For anyone trying to punch the ball toward the green, this slope has to be factored in: Balls will tend to bounce toward the left-side bunker by the green.

3 GREEN BUNKERS The two sand traps fronting the green are large but not intimidating: An accurate approach shot to the back of the green will easily keep these hazards out of play.

HOLE STRATEGIES



PLAY IT SAFE Like most of the holes at Firestone, the path to success here is simple and straightforward: Aim for the center of the fairway on your first shot, and land squarely on the green with your approach shot. Get as much forward distance on your tee shot by using forward spin. Aim your second shot at the back of the green to steer clear of the sand traps.



BE AGGRESSIVE The aggressive strategy here is the same as the safe approach—this hole offers a very promising birdie opportunity. You can aim closer to the pin on the approach shot: Just make sure to use a little extra loft and /or backspin to kill any unwanted roll after landing.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

63

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 2nd HOLE

PAR 5 • YARDS / 364 (WHITE), 478 (BLUE), 497 (BLACK) • 13 HANDICAP

OVERVIEW

The 2nd hole features a slight dogleg left that can be traversed in two shots—especially from the shorter tees. The outside curve of the dogleg is protected by three bunkers, while an island fairway bunker plus three more sand traps protect the undulating green.



THE GREEN The green runs downhill from back to front. While the right side of the green is relatively break-free, the left side breaks from the center to the left edge.

HAZARD ZONES

- 1 RIGHT FAIRWAY BUNKERS** These bunkers will only come into play if you have enough power from the tee to even reach them; generally, the safest play is to lay up short of them and not try to cut to dogleg.
- 2 LEFT-SIDE TREES** If you land short trying to cut the dogleg, you might wind up along the far left edge of the fairway. If this is the case, you may be forced into taking a low-loft or punch shot to avoid the tree branches that overhang the left side of the fairway.
- 3 GREEN BUNKERS** The bunkers to the left and right of the green are large and will come into play for anyone trying to reach the green in two. However, the green is large enough at the back to land the ball there. In addition, since the approach plays uphill, you'll need a little extra power and loft to safely clear the sand traps in front.

HOLE STRATEGIES



PLAY IT SAFE Don't try to cut the dogleg: Take your first shot down the middle just short of the fairway bunkers. Ideally, you want to land on the center or right side of the fairway to avoid the trees. The approach shot after the dogleg runs uphill to the green, so remember to use a little extra club. Lay up short of the bunkers to set up a hazard-free pitch to the green.



BE AGGRESSIVE Try to cut the dogleg a little, but not too much: You might be better off using left spin to move up the fairway after landing. You can only reach the green in two if you can safely aim at the back of the green—this means that your aiming circle cannot touch any bunkers. If your aiming circle is too big, you will be much better off laying up short to set up a birdie putt.

FIRESTONE COUNTRY CLUB / 3rd HOLE

PAR 4 • YARDS / 323 (WHITE), 335 (BLUE), 442 (BLACK) • 15 HANDICAP

OVERVIEW

The 3rd hole is a slight dogleg left which is hazard free (except for rough and trees, of course) until you reach the water hazard that separates the end of the fairway from the green. Three bunkers—two left and one right—protect the sides of the green.



THE GREEN The green is fairly level for the most part except for a slight downhill roll toward the water—you don't want to land short of the green.

HAZARD ZONES

1 WATER HAZARD If you land on the fairway off the tee, you'll have more than enough club to reach the green in two (aim for the back of the green to avoid the water). However, if you catch rough on your first shot, it'll probably be safest to lay up short of the water.

2 LEFT-SIDE TREES Depending on your loft and pin location, these trees to the left of the water hazard may or may not be an issue. Double-check with your fly-by camera when using the aiming circle to make sure they're not too close to your intended shot trajectory.

3 GREEN-SIDE BUNKERS These bunkers are relatively shallow enough to allow an easy play onto the green, so don't be too panicked if you land in one.

HOLE STRATEGIES



PLAY IT SAFE Shoot down the heart of the fairway, aiming just left of center to keep the trees on the right safely out of play. You should have plenty of club to reach the back of the green in two—aim for the back to keep the water fully out of play. Whether you land on the green or sand on your approach, you'll have a manageable third shot to get close enough to the pin for a par putt.



BE AGGRESSIVE The aggressive strategy is the same as the safe one: There's no bonus for trying to cut the dogleg. The lack of hazards on the front stretch of the fairway should make it easy to use as much club as possible to shorten the distance on the approach. You can also opt to land your approach at the front of the green if the pin is nearby—just don't leave that shot short.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

65

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 4th HOLE

PAR 4 • YARDS / 270 (WHITE), 366 (BLUE), 458 (BLACK) • 7 HANDICAP

OVERVIEW

The 4th hole features a fairway that slopes from right to left. Look for a bunker along the right edge just short of the midway point, and two more bunkers that guard the front of the elevated green. This is a really challenging hole from the black tees.



THE GREEN The back of the green is fairly level but slopes downhill to the front. There is a slight but noticeable break overall from right to left.

HAZARD ZONES

1 LEFT-SIDE TREES These trees just before the start of the fairway are a remote but distinct risk: If you cut your shot too far left, you may clip some overhanging branches. Stick to the center of the fairway.

2 RIGHT FAIRWAY BUNKER This hazard will catch anything that veers too far right off the tee. The fairway should be wide enough to prevent you from getting tangled up in this hazard, but if you're worried about it, shade your tee shot a little left of center.

3 SLOPING FAIRWAY From the black tees, you'll play over this fairway rather than onto it. However, from the shorter tees, your first shot may land here. Just remember to shade your tee shot a little right if you're worried about the ball rolling left.

HOLE STRATEGIES



PLAY IT SAFE Shoot your tee shot down the fairway just short of the bunker to the right. Take your uphill second shot just short of the bunkers—even if you think you can reach the green in two, a lay up will keep the nearby bunkers out of play. You need to stick your third shot—most likely a wedge pitch—as close to the pin as possible to par the hole.



BE AGGRESSIVE This is probably the first hole on the course in which it will be difficult to score a birdie—from the black tees, anyway. The shorter distance tees have a good shot at birdie if you can reach the green in two: Just make sure to safely clear the right fairway bunker, and remember to account for the sloping fairway and uphill path for your approach shot.

FIRESTONE COUNTRY CLUB / 5th HOLE

PAR 3 • YARDS / 171 (WHITE), 182 (BLUE), 200 (BLACK) • 11 HANDICAP

OVERVIEW

The 5th hole is the first par 3 on the South Course, and it features an island bunker that splits the end of the fairway in two. Look for two more bunkers that hug the left side of the green, while a small ridge hugs the back-right side.



THE GREEN The relatively wide but shallow green runs downhill from the back side toward the bunkers and front edges.

HAZARD ZONES

1 FRONT GREEN BUNKER Of the three sand traps on the course, this is the one that causes the most trouble. The safest play is to lay up short of the bunker. However, since the green is so wide, you might be well-served by playing to the right of it to bounce or land on the front edge of the putting surface.

2 LEFT SIDE BUNKERS The green is wide enough that you can keep these sand traps safely out of play by aiming for the back-center area of the green behind the front bunker. Of course, this means you have to hit the shot with enough loft and power so that it sticks on landing and doesn't fall short. However, if you do get caught in these bunkers, they're shallow enough to play out of it without too much stress.

HOLE STRATEGIES



PLAY IT SAFE The ultra-safe play is to land short of the front bunker. The slightly less-safe play is to aim for the right-front edge of the green to set up a long birdie putt. The goal in both cases is to steer clear of the left-side bunkers and set up a very easy and accurate approach to the pin for a par-saving putt.



BE AGGRESSIVE You can play directly at the pin from the tee, even if you have a long shot. The key is to get a lucky bounce onto the green that shoots either left of the front bunker (very risky) or to the right (less risky). Shade your aiming circle away from the left bunkers, though; you'll be better off catching the rough along the back and right edges.

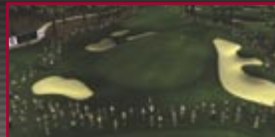


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

67

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 6th HOLE

PAR 4 • YARDS / 404 (WHITE), 413 (BLUE), 469 (BLACK) • 1 HANDICAP

OVERVIEW

The 6th hole is a long trek through a relatively narrow fairway, which is free of sand traps. The end of the fairway opens up into the green; the sides of the putting surface are guarded by two sand traps to the left and one on the right.



THE GREEN The green slopes back to front, and the horizontal breaks on the green are relatively random. On the left side, the break tends to be away from the bunkers.

HAZARD ZONES

- 1 NARROW FAIRWAY** This is the first fairway on the course where you'll have to consider sacrificing power for accuracy—it's a bit narrower than the previous ones. If you plan on laying up your second shot in front of the bunkers, then a wood instead of a driver may work here.
- 2 LEFT GREEN BUNKERS** The left side is the more heavily protected side of the green. If your aiming circle is too big to target the front-center of the green, you might be better off laying up short on the approach.
- 3 RIGHT GREEN BUNKER** Although there's only one bunker on the right side, it is by no means less challenging than the pair on the left. Again, you might want to lay up short of the green if this bunker worries you; another option is to try and punch your approach shot so it bounces onto the green.

HOLE STRATEGIES



PLAY IT SAFE Reduce the size of your aiming circle a little to get it to fit better within the fairway. Your second shot should land just short of the green. This will set up your third shot, which should be a pitch directly at the hole. You'll need to sink the putt to save par—but this is the best way to avoid hazards on this hole.



BE AGGRESSIVE Aggressiveness begins with the tee shot: Accept the bigger aiming circle, and rip the ball down the heart of the fairway: The closer you can get to the green, the shorter the approach shot. Your second shot can either be a high-loft shot to the front or the back side of the green, or you can opt for a low-trajectory shot to try and bounce the ball onto the putting surface.

FIRESTONE COUNTRY CLUB / 7th HOLE

PAR 3 • YARDS / 138 (WHITE), 147 (BLUE), 219 (BLACK) • 17 HANDICAP

OVERVIEW

The 7th hole is a par 3 that features a short stretch of fairway that leads to the largest green on the South Course. The back and sides of the green are well protected by four sand traps of varying sizes.



THE GREEN The green slopes uphill from front to back, but the grade is not that severe. The left side of the green tends to break to the right, away from the left bunker.

HAZARD ZONES

- 1 RIGHT FRONT BUNKER** Some people believe that this bunker is the toughest of the four because it's the deepest and protects most of the green—but after a tour of some of the bunkers in Scotland, you'll wonder if these people are serious. Obviously, you don't want to land in it, but you'll still be able to save par from this hazard.
- 2 LEFT BUNKER** Although this might be the biggest bunker on this hole, since it does not protect the front of the green in any major way, it's not too hard to avoid.
- 3 BACK SIDE BUNKERS** The two sand traps behind the green are the smallest and shallowest—so if you have to miss on an aggressive swing at this hole, miss long.

HOLE STRATEGIES



PLAY IT SAFE Your starting tee will dictate your safe vs. aggressive strategy. From the black tee, your aiming circle will probably be too big to attack the pin or the green directly. Instead, lay up short of the green and right-side bunker on your first shot. A low-loft shot with power boost aimed left of the front bunker might also be able to bounce onto the green.



BE AGGRESSIVE From the shorter tees, your aiming circle should be small enough to aim directly at the pin, or if that's not feasible, the center of the widest part of the green—with the aiming circle nudged in the direction of your pin. Since the green is so large, you should be able to reach the green in one shot. If necessary, use a little extra loft to help stick the landing.

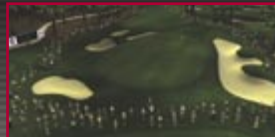


TIGER WOODS
PGA TOUR #1

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

69

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 8th HOLE

PAR 4 • YARDS / 296 (WHITE), 406 (BLUE), 450 (BLACK) • 5 HANDICAP

OVERVIEW

The 8th hole has a left-to-right sloping fairway that's free of sand traps. The approach to the green, however, features a thin bunker along the right-front edge of the green. Look for three more sand traps along the left and right sides, and a final one near the back-right corner.



THE GREEN The green is fairly level along the back and slopes toward the front—but the putting grid doesn't show any real consistency to the break.

HAZARD ZONES

1 LEFT GREEN BUNKER The left sand trap is arguably the first example on the course of a really deep (meaning hard to play out of) bunker. Obviously, this hazard should be avoided by laying up short of the green or using a punch-type shot to bounce onto the green from the fairway.

2 RIGHT GREEN BUNKERS The three bunkers to the right of the green cover the same amount of real estate as the left-side bunker. The far right bunker is especially deep and will punish anyone trying to get too aggressive on an approach shot. The avoidance tactics for the left green bunker apply to these hazards as well.

3 BACK GREEN BUNKER Of all the bunkers around the green, this is the smallest and shallowest. You shouldn't be too concerned about aiming at the back of the green because of this hazard.

HOLE STRATEGIES



PLAY IT SAFE Take your tee shot as far down the center of the fairway as possible. If you land in rough, you'll have to lay up short of the green on your second shot. If you land on the fairway, you can lay up short, or you can attempt to hit a low-trajectory shot intended to bounce onto the green—the front of the putting surface is wide enough to allow for this option.



BE AGGRESSIVE Like the safe strategy, shoot down the fairway as far as you can on your first swing. Depending on your starting tee, it may be very easy to land squarely on the green for your approach shot—aiming directly at the pin is feasible as long as your aiming circle isn't too big—otherwise, shoot for the back half of the green.

FIRESTONE COUNTRY CLUB / 9th HOLE

PAR 4 • YARDS / 401 (WHITE), 442 (BLUE), 470 (BLACK) • 3 HANDICAP

OVERVIEW

The 9th hole has yet another long and straight fairway that plows past three bunkers a third of the way up. A “T” shaped bunker guards the left side of the small green, while two smaller bunkers sit along the right-front edge.



THE GREEN The majority of the green is flat with just a very slight drop-off along the front and right sides. There is a very slight break toward these drop-off areas.

HAZARD ZONES

1 FAIRWAY BUNKERS Depending on your starting tee, you’ll have two options to avoid these hazards: Shoot clear over them, or lay up in front of them. Don’t forget to take the wind into account.

2 LEFT GREEN BUNKER The largest bunker on this hole is also one of the deepest. If your aiming circle on the approach shot is too big and touches this bunker, consider laying up short or playing some type of low-loft shot that bounces toward the front of the green.

3 RIGHT GREEN BUNKERS Two bunkers sit on the right side, and the larger one is especially deep and should be avoided. The same tactics that apply to avoiding the left green bunker apply here as well.

HOLE STRATEGIES



PLAY IT SAFE Depending on your starting tee, you should either shoot over the fairway bunkers or lay up in front of them. Your second shot should lay up short of the green; if wind is a serious factor, try a low-loft shot that rolls toward the end of the fairway. Make sure to leave the approach shot short of the bunkers—this should set up an easy pitch directly at the pin.



BE AGGRESSIVE Ignore the fairway bunkers and the size of your aiming circle: Swing strong and straight—and hope that your ball lands on the fairway. Assuming a clean tee shot, you’ll have enough club to target the green directly, which you can opt to do by landing on top of it (risky because of the bunkers) or bouncing onto the front of it with a low-loft shot (relatively less risky).



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

71

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 10th HOLE

PAR 4 • YARDS / 336 (WHITE), 387 (BLUE), 410 (BLACK) • 6 HANDICAP

OVERVIEW

The 10th hole features a fairway guarded at the midpoint by a bunker on either side. Past that point, the fairway remains uneventful until you reach the green. Look for a small sand trap along the left-front edge and a larger trap on the right side.

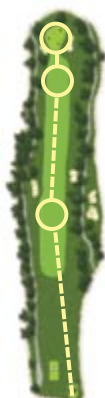


THE GREEN This is the first “truly active” green at Firestone in terms of the severity of its breaks. It slopes downhill from back to front, and the right side slopes toward the center.

HAZARD ZONES

- 1 FIRST FAIRWAY BUNKERS** You can opt to shoot short of these bunkers if you want to be especially cautious, but the fairway should be wide enough to shot past or alongside these hazards as well.
- 2 LEFT GREEN BUNKER** This bunker is probably the lesser of two evils guarding the green. It is relatively shallow. However, since this bunker (and the right bunker) pinch the end of the fairway, it will be difficult to bounce a putt onto the green.
- 3 RIGHT GREEN BUNKER** This sand trap is probably the more insidious of the two: It is deeper, and to make matters worse, the fairway and rough in front of it slope downward to catch anything that bounces toward the green.

HOLE STRATEGIES



PLAY IT SAFE Aim straight down the middle of the fairway, either laying up short of the first two bunkers or shooting past them. Your second shot should land at the end of the fairway, short of the dip that leads to the right bunker. This will set up an easy pitch to the pin for a par putt. Given the structure of the bunkers at the green, conceding a birdie here isn't a bad thing.



BE AGGRESSIVE It's possible to get to the green in two, especially from the shorter tees. Drive down the fairway as far as possible to shorten the distance on the approach shot. Although it's possible to punch the ball onto the green, the safer shot (to avoid the bunkers) is a high-loft shot aimed at the back of the green—but get ready for a very difficult birdie putt.

FIRESTONE COUNTRY CLUB / 11th HOLE

PAR 4 • YARDS / 341 (WHITE), 355 (BLUE), 370 (BLACK) • 16 HANDICAP

OVERVIEW

The 11th hole offers a bunker-free fairway. It also has a wide and narrow green guarded along the left and front edges by two large bunkers that pinch the end of the fairway. On the plus side, it is a relatively short par 4.



THE GREEN The large green has a raised ridge along the back edge that creates a downhill slope from back to front. The left side of the green tends to slope toward the center.

HAZARD ZONES

1 NARROW FAIRWAY The trade-off of this short hazard-free fairway is that it's on the narrow side. Consider dropping down to a wood club to reduce the size of your aiming circle.

2 LEFT-SIDE TREES If you get trapped in the rough to the left, the tree branches that overhang the left side of the fairway can interfere with your approach to the green. One remedy is a low-loft iron shot aimed directly at the gap between the two bunkers by the green. If you leave it short, it's fine—but if you can thread the needle on this shot, you can still reach the green.

3 GREEN BUNKERS In terms of hazards, the right-side bunker is the more troublesome, not only because of its size, but because it protects more of the front edge of the putting surface. The safe approach is to aim for the left side of the green, even if there's a right pin placement.

HOLE STRATEGIES



PLAY IT SAFE Pull out the wood club and swing straight down the fairway as far as possible. It's possible to reach the green on the second shot—the bunkers by the green are relatively shallow (especially the left one), so don't try to lay up. Instead, aim directly for the left side of the green, with the aiming circle shaded a little left to try and avoid the right bunker.



BE AGGRESSIVE The aggressive approach mimics the safe one, with one exception if the pin placement is on the right side of the green. In that instance, your approach shot should loft high and aim directly at the back side of the green as close to the pin as possible. If you stick the landing on the green, you'll be rewarded with a shorter birdie putt.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

73

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 12th HOLE

PAR 3 • YARDS / 153 (WHITE), 165 (BLUE), 178 (BLACK) • 10 HANDICAP

OVERVIEW

The 12th hole is a par 3 with a fairway that sits in front of an oval-shaped green. A large island bunker guards the front of the green. A sand trap sits to the left of the green, while a smaller right bunker hugs the right-front edge.



THE GREEN The elevated green slopes downhill from back to front; the horizontal breaks vary because of the nearby bunkers.

HAZARD ZONES

- 1 FRONT BUNKER** Technically, this is the worst bunker to land into, but it really depends on where your ball lands. If it catches the high edge close to the green, you'll have a surprisingly easy pitch to the green if you just use a little extra club and power boost. However, if you really leave the shot short and land in the bottom front of the bunker, you'll be digging out of a deep hole.
- 2 LEFT BUNKER** The left bunker is surrounded by rough cut and will catch anything that misses left of the hole—usually the result of a bad swing or a misjudged wind. Hit your tee shot straight, and this bunker will not be a factor.
- 3 RIGHT BUNKER** It's hard to generalize about bunkers, but if you have to miss on this hole, miss right instead of left. It seems that the right bunker is the shallowest of the three overall.

HOLE STRATEGIES



PLAY IT SAFE Aim for the back center part of the green with as much power boost as possible. Because the green is elevated somewhat, you'll need a little extra club and power boost to clear the front bunker. If you add loft to your shot (which you should to stick the landing), you'll need even more club so you don't land short of the green.



BE AGGRESSIVE The aggressive approach is very similar to the safe one, with the exception of shading your aiming circle closer toward the pin. Since this raises the chance of landing left or right into a bunker, this approach is discouraged—but it's a risk you'll have to take if you want to set up a really short putt for birdie.

FIRESTONE COUNTRY CLUB / 13th HOLE

PAR 4 • YARDS / 428 (WHITE), 439 (BLUE), 457 (BLACK) • 2 HANDICAP

OVERVIEW

The 13th hole plays as a dogleg right; the turn is marked by a bunker to the left and a large tree to the right. The approach to the green is complicated by two small bunkers that flank the front edges, while larger sand traps sit on both the left and right sides.



THE GREEN The elevated green has a distinct slope downhill from back to front. The horizontal breaks are rather inconsistent.

HAZARD ZONES

1 RIGHT-SIDE TREES Depending on how hard you try to cut the dogleg, you might scrape the sides of these trees if your shot veers too far right. The simple solution is to not try and cut the dogleg, but if you have the power, shade your shot toward the left side and try to use right spin to pull it back toward the center of the fairway upon landing.

2 LEFT FAIRWAY BUNKER Chances are, you'll stop in rough before reaching the sand here. If this occurs, your best shot to avoid the trees is a low-loft stinger toward the front of the green: The rise in elevation should slow it down.

3 GREEN BUNKERS The rough area left of the green may appear safer, but it all funnels into the bunker—so the actual safe landing area is restricted to the back side of the green.

HOLE STRATEGIES



PLAY IT SAFE Don't cut the dogleg: Use the left fairway bunker as a line-of-sight reference to where your ball should go—just short of that bunker. Use right spin on your shot to push the ball away from the left edge of the fairway—especially if you overhit it. Aim your approach shot at the back of the green only if you have enough club; from the rough, you'll have to lay up short.



BE AGGRESSIVE Try to trim as much of the dogleg as possible without being too zealous: Hitting the trees is the worst thing you can do on this hole. If you're shooting uphill on your approach, make sure to compensate for the change of elevation as you aim for the back of the green. If you catch rough from your tee shot, you'll have to lay up short to set up a pitch shot onto the green.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

75

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 14th HOLE

PAR 4 • YARDS / 354 (WHITE), 361 (BLUE), 418 (BLACK) • 14 HANDICAP

OVERVIEW

The 14th hole features three bunkers—one left and two right—near the midway point of the hole. The green is shallow and cocked at a 45-degree angle to the fairway. It's guarded by bunkers on three sides—the largest one sitting on the right-front edge.



THE GREEN The rather large green is fairly level for the most part except along the left, right and front edges, which have a small downhill slope.

HAZARD ZONES

- 1 TREE TROUBLE** There's one tree to the right of the tee that hangs perilously close to the ball's flight path. Depending on your starting tee and power, this may or may not be an issue. If there's any doubt, try to punch under it or loft over it—whatever method you feel most comfortable with.
- 2 FAIRWAY BUNKERS** The sand trap on the left and the two on the right don't really come into play from the black tees. However, from the shorter tees, these hazards narrow the fairway enough to open the possibility of laying up just short of the bunkers to keep them safely out of play.
- 3 GREEN BUNKERS** Given the shape of the green, it's tough to position an aiming circle that does not touch a bunker (if you have a long approach shot)—so you can opt to just target the pin and accept the risk of a bunker shot. Alternatively, you can try and punch the ball in between the front bunkers.

HOLE STRATEGIES



PLAY IT SAFE Hit your first shot as far down the fairway as possible, but stop short of the fairway bunkers. This sets up a long second shot—given the overhanging trees, a low-loft shot onto the front of the green is a legitimate option. In any case, try to land short of or between the bunkers to set up an easy pitch directly at the pin on your third shot. You'll have one shot left to save par.



BE AGGRESSIVE A birdie here means reaching the green in two, and the easiest way to do that is from the shorter tees. Get as much distance on your drive as possible: Ideally, it would be nice to drive past the fairway bunkers to shorten the approach. You can opt either for a low-loft second shot or get ultra-aggressive by aiming directly at the left-front side of the green (the widest area).

FIRESTONE COUNTRY CLUB / 15th HOLE

PAR 3 • YARDS / 148 (WHITE), 159 (BLUE), 221 (BLACK) • 18 HANDICAP

OVERVIEW

The 15th hole features a short fairway connected to a deep but narrow green protected by a large “bicycle-seat” shaped sand trap to the left and two smaller traps to the right. From the black tees, this is the longest par 3 on the South Course.



THE GREEN It might seem flat, but there's a very slight bump that runs diagonally across the center. This causes some inconsistent breaks along the face of the putting surface.

HAZARD ZONES

1 LEFT BUNKER The bunker on the left side can be escaped without too much difficulty. If your ball veers left on the drive, you won't be in too much trouble.

2 RIGHT BUNKERS Of the two bunkers on the right, the larger one poses a slightly riskier hazard because of the taller ridge you have to shoot over to reach the green. So if you have to miss on this green, miss short or miss left.

3 BACK SIDE ROUGH Don't worry too much about overshooting your ball—the rough (or perhaps a spectator) should stop the forward progress of your ball fairly quickly. Aiming for the back center of the green is the safest landing zone on this hole.

HOLE STRATEGIES



PLAY IT SAFE Your starting tee will dictate strategy: From the black tees, you'll need to use a wood or long iron to reach the green—and the corresponding aiming circle may be too big for comfort. However, since the bunkers are relatively shallow and the front of the green is so open, laying up short on this hole seems way too conservative to be worthwhile.



BE AGGRESSIVE Follow the safe approach: Aim straight for the back of the green, regardless of aiming circle size—of course, account for wind when aiming. From the shorter tees, you may have an even smaller aiming circle. As a result, you may be able to shade your shot closer to the pin without overlapping too much of the nearby bunkers.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

77

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TIGER WOODS
PGA TOUR 07

FIRESTONE COUNTRY CLUB / 16th HOLE

PAR 5 • YARDS / 353 (WHITE), 563 (BLUE), 625 (BLACK) • 12 HANDICAP

OVERVIEW

The 16th hole is the famed monster hole. The drive is guarded by two bunkers that sit to the right, while the second (or third) shot is guarded by a sand trap to the left. The green is well protected by two bunkers to the back and a large water hazard to the front.



THE GREEN The green is surprisingly level with just small dips along the right-front and left edges. There are no notable horizontal breaks on this green.

HAZARD ZONES

- 1 FIRST RIGHT BUNKERS** The two bunkers on the right side of the fairway may not come into play from the black tees, but from the shorter starting points, they can affect first-shot strategy. The best way to avoid them is to aim just left of center on the tee shot to scoot past them. If you want to be conservative, you can also opt to lay up.
- 2 LEFT FAIRWAY BUNKER** The left bunker comes into play on the second or third shot, and the general consensus is that if you lay up short of it, you'll still have plenty of club to reach the back of the green or the end of the fairway on your next shot.
- 3 WATER HAZARD** Obviously, don't land in it—the best remedy is to aim for the back center part of the green just to the right of the final two bunkers.

HOLE STRATEGIES



PLAY IT SAFE This safe approach starts from the black tees, showing the best-case scenario from the farthest tee. Hit your first shot short of the right bunkers, shaded left. Lay up short of the left fairway bunker on your second shot. From here, shoot either a high-loft iron to the back of the green or a final lay-up at the end of the fairway to avoid the water altogether.



BE AGGRESSIVE The safe approach above only applies to the black tees: From the shorter tees, you can afford to be aggressive—although trying to reach the green in two is highly discouraged except from the white tees. In any case, your aggressive strategy can only succeed if your first two shots cleanly land on the fairway. Don't try to clear the water hazard from the rough!

FIRESTONE COUNTRY CLUB / 17th HOLE

PAR 4 • YARDS / 333 (WHITE), 374 (BLUE), 392 (BLACK) • 8 HANDICAP

OVERVIEW

The 17th hole features a slightly narrowing fairway with six bunkers (three on each side) parked along each side at the midway point. The green is protected by a single front bunker, which is rather deep.



THE GREEN The green slopes downhill from back to front, and the horizontal break tends to move from the center toward the edges of the putting surface.

HAZARD ZONES

1 RING OF BUNKERS These ring of bunkers are hazardous to your score. When the announcer says to lay up with a wood club, follow his advice: You'll still have plenty of club left to reach the green.

2 FRONT GREEN BUNKER This lone sand trap guarding the green is deep and should be avoided at all costs. It's relatively easy to avoid this hazard by aiming at the back center of the green and adding extra loft to stick the landing.

3 ELEVATION CHANGE You may need an extra club to reach the back of the green safely—this is to compensate for the uphill change in elevation for your approach shot.



HOLE STRATEGIES



PLAY IT SAFE Lay up short of the bunkers with a wood or long iron, but use forward spin to push the ball up the fairway after landing. This should set up an approach shot aimed at the back of the green: Make sure to use a little extra club to safely clear the bunker, and add extra loft so that the ball doesn't bounce too far forward after landing.



BE AGGRESSIVE Like with the safe first shot, lay up short of the bunkers, using forward spin to push the ball up the fairway after landing. Your approach shot can be more directly aimed at the pin, but it's absolutely vital that you do not miss short or have the edge of your aiming circle touch any part of that front green bunker.

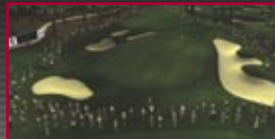


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

79

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FIRESTONE COUNTRY CLUB / 18th HOLE

PAR 4 • YARDS / 425 (WHITE), 435 (BLUE), 464 (BLACK) • 4 HANDICAP

OVERVIEW

The 18th hole has a downhill tee shot that evolves into a dogleg left. Look for two sand traps one-third of the way up on the left side. The green has a larger front and a narrow back; two pairs of bunkers sit on the sides of the putting surface.



THE GREEN The green slopes downhill along the right-front edge, while a ridge separates the back-right portion from the left portion. The right side breaks from left to right.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKERS Although the fairway is wide, these two bunkers on the right side can be too close to your aiming circle if you use a driver. From the black tees, consider switching to a wood club—you'll still be able to reach the green with a long iron. From the shorter tees, try to shoot past them.

2 TREE WOES Although the fairway is wide, should you catch rough, the trees may make it difficult to get a clear shot at the green. If that's the case, opt for a low-loft shot aimed at the front edge of the green. The downhill slope will help you reach the end of the fairway.

3 GREEN BUNKERS Pin placement will determine how much of a factor the bunkers are, but in general, the tree to the left of the green effectively screens the left bunkers out of play (unless you hit the tree, of course). The right bunkers will catch anything that bounces over the green.

HOLE STRATEGIES



PLAY IT SAFE Depending on initial pin placement, play the tee shot just short or to the left of the fairway bunkers. This sets up a long iron approach, which you can play as a low-loft shot that bounces onto the front of the green or a regular shot aimed at the right-front corner of the putting surface. You can also lay up short of the green if you want to be ultra-conservative.

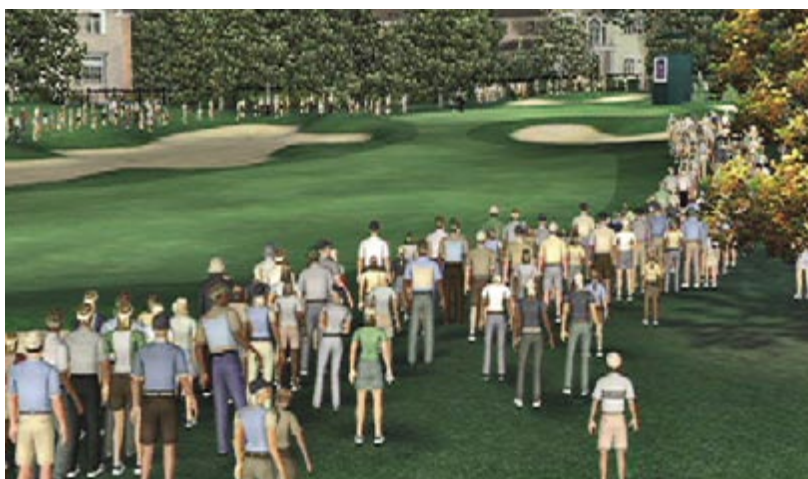


BE AGGRESSIVE Push the tee shot past the fairway bunkers, and aim just right of center (that's right, closer to the bunkers) to get the best approach view of the green. You must land safely on the fairway to set up a solid second shot toward the center of the green. The trees and bunkers to the left may make a direct shot at the back-left side of the green very difficult—it's not worth the risk.



GLEN ABBEY

🇨🇦 OAKVILLE, ONTARIO, CANADA • YEAR OPENED / 1976 • PAR / 73 • DISTANCE / 7,188 yards • ARCHITECT / Jack Nicklaus



COURSE HISTORY

Located just west of Toronto, Canada, Glen Abbey is Jack Nicklaus' first-ever complete golf course design. It is considered one of the finest golf courses in Canada, and it has been a frequent host of the Canadian Open ever since its debut in 1976. Glen Abbey will host that event again in 2008.

Notable Open winners at Glen Abbey include Lee Trevino (in 1977 and 1979), Greg Norman (in 1984 and 1992), Nick Price (in 1994), Vijay Singh (in 2004)—and of course, Tiger Woods (in 2000). Tiger's win was made especially memorable thanks to a 218-yard 6-iron shot—taken from a bunker—that set up a dramatic winning birdie putt.

COURSE OVERVIEW

You must earn \$175,000 to unlock this course, which is loosely shaped like a large figure-eight. Prominent course features include rolling fairways and well-protected undulating greens. The left side of the course is highlighted by Sixteen Mile Creek, which cuts through or around the 11th through 15th holes. These holes are dubbed the "Valley Holes" for their exquisite beauty and worthwhile challenge.

The 14th hole is considered one of the toughest on the course, thanks to a dogleg right fairway sandwiched by water on both sides and two bunkers to the left. Complicating matters on this hole is a difficult-to-read green that often requires two putts to finish. The 9th hole is another tough cookie because of the water that borders the fairway and protects the green.

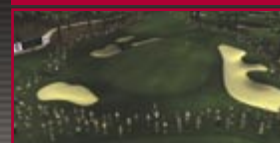


TIGER WOODS
PGA TOUR 07

GOLF BASICS



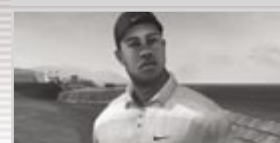
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

🌿 Easy (white)

🌿 Medium (blue)

🌿 Hard (black)

PIN LOCATIONS

🌿 Easy (white)

🌿 Medium (blue)

🌿 Hard (black)

🌿 Expert

81

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TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 1st HOLE

PAR 5 • YARDS / 460 (WHITE), 502 (BLUE), 525 (BLACK) • 12 HANDICAP

OVERVIEW

The 1st hole begins with a tee shot to the left of a large pond. The fairway narrows slightly at the midpoint because of a bunker on the left side. The end of the fairway and the green are both bordered by long thin sand traps.



THE GREEN The green is level except in the middle, which has bumps to the left and the right. Putts will tend to break toward the center of the green.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER Use this as a visual marker on your tee shot. Depending on your starting tee, you'll either shoot past it or to the right. The fairway is wide enough to safely shoot the ball just right of center past this hazard.

2 RIGHT FAIRWAY BUNKER If you safely land on the fairway with your tee shot, this bunker won't come into play.

3 GREEN HAZARDS The only sand trap guarding the green is long, thin and narrow. Any approach shot that lands right of the green will have to be lofted up a tall ridge to get back onto the green. In addition, don't overshoot the green: The back-side drop-off runs quickly downhill into thick tree-covered rough.

HOLE STRATEGIES



PLAY IT SAFE Whether you decide to land past or to the left of the fairway bunker, the first shot will be pretty easy to nail. The approach shot is a bit tricky, as you have three options. The first is to land on the front-left side of the green away from the bunker with an aerial shot. The second is to roll onto the green with a low-loft shot. The third is to lay up short of the green.



BE AGGRESSIVE For a par 5, this hole is pretty tame even when following the safe approach—there isn't really any incentive to get aggressive on the 1st hole. Just make sure to hit the tee shot cleanly to set up an approach shot that can get you onto the green in two.

Did you know?

Course designer Jack Nicklaus has never won the Canadian Open at Glen Abbey—but he did finish second seven times. Tiger Woods won the Canadian Open here in 2000.

GLEN ABBEY / 2nd HOLE

PAR 4 • YARDS / 380 (WHITE), 393 (BLUE), 414 (BLACK) • 6 HANDICAP

OVERVIEW

The 2nd hole has a tee shot that must carry over a long stretch of rough to reach a fairway guarded by trees to the left and two bunkers to the right. Your next shot must carry over rough and a golf path to a green bordered on both sides by bunkers.



THE GREEN The green is relatively level along the back before sloping toward the right-front side. The left bunker creates a small bump on the front-left edge.

HAZARD ZONES

1 LEFT-TEE TREE You should be able to easily shoot over this hazard unless you hit your shot with low loft or not enough power. If you're scared of this possibility, add a little loft on the tee shot.

2 RIGHT FAIRWAY BUNKERS The fairway should be wide enough to keep these hazards safely away. Aim over the tree toward the left-center side of the fairway as insurance.

3 ELEVATED GREEN BUNKERS In terms of elevation, it'll probably be easier to play out of the right bunker (which is a little higher up) than the left bunker. If you're shooting an aggressive second shot, aim for the back-right side of the hole, even if it clips part of the back side of the right sand trap.

HOLE STRATEGIES



PLAY IT SAFE Shoot a driver or wood club to the end of the first-half fairway—don't overshoot the end of the fairway, or you'll roll into the rough below. This will set up an easy iron approach that should be aimed at the front of the pin, centered on the large circular fairway bubble in front of the green. Hit an accurate pitch shot to the pin to save par.



BE AGGRESSIVE The key to a birdie here—aside from hitting a driver that finds the fairway—is to shoot for the green aggressively but smartly. Avoid aiming for left side of the green: If you fall short, the bunkers will be tough to play out of. Instead, aim for the right-back side of the green, and try to stick the landing before it rolls off the putting surface.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

83

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TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 3rd HOLE

PAR 3 • YARDS / 123 (WHITE), 123 (BLUE), 156 (BLACK) • 18 HANDICAP

OVERVIEW

The 3rd hole features a large pond that leads to a wide but shallow green. Look for a smaller bunker on the front edge and two larger bunkers on the back side. A lot of hazards must be avoided to have any hope of making par on this hole.



THE GREEN The left-front and right edges of the green slope downhill; the center portion is fairly level. Nearly everything on this green slopes toward the water.

HAZARD ZONES

1 WATERY APPROACH You absolutely do not want to land short of the green—center your aiming circle squarely on the green, but use power boost to make sure you don't fall short of the putting surface.

2 FRONT BUNKER You'll catch this bunker if you land short of the green—especially on center and right-side pin placements. It's not too hard to blast out of.

3 BACK SIDE BUNKERS Hope you have confidence in your bunker game: There's always a good chance of landing here because of the very shallow green. They're not hard to hit out of, but make sure to ease up on the power while maximizing backspin and loft: You do not want to accidentally roll over the green toward the water.

HOLE STRATEGIES



PLAY IT SAFE Aiming your tee shot will depend heavily on pin placement: Left-side pin placements can be centered around the left lobe of the green—pushed a little back toward the left bunker to prevent it from landing short. For right-side pin placements, aim for the back-right side of the green toward the right bunker. Use extra loft and power boost to clear the front bunker.



BE AGGRESSIVE Because of the water, aiming directly at the pin is not encouraged. Stick to the safe approach and aim for the back sides of the green to steer clear of the water. You'll be pretty close to the pin no matter where you land—but only if you land somewhere dry.

GLEN ABBEY / 4th HOLE

PAR 4 • YARDS / 345 (WHITE), 379 (BLUE), 417 (BLACK) • 2 HANDICAP

OVERVIEW

The 4th hole begins with a tee shot that plays over water to a fairly wide fairway guarded along the left-front side by a string of bunkers. The front-left side of the green is guarded by another cluster of sand traps.



THE GREEN The left side is the highest tier on the green, which slopes downhill toward the right-front edge. The breaks vary from point to point.

HAZARD ZONES

- 1 WATER AND LEFT TREE** The water and a large weeping willow sits close enough to the black tees to cause a problem if you shank your shot right or short; swing smoothly off the tee, and these hazards won't be a threat.
- 2 FAIRWAY BUNKERS** The fairway is so wide at the front, you'll really have to push the ball left from the shorter tees to land in them. The right-side bunker comes into play from the shorter tees, but if you lay up short of it, you can easily avoid this hazard as well.
- 3 LEFT GREEN BUNKERS** The elevated green and the two bunkers that protect the left-front really cause trouble on the approach. No matter where the pin placement is, use extra loft and power while aiming for the back sides of the green to clear the elevation change safely.

HOLE STRATEGIES



PLAY IT SAFE Things start to get difficult on this hole forward. Land your tee shot safely in the middle of the fairway; if you have a strong driver from the white tees, lay up short of the right fairway bunker. Aim your approach shot at the right-back side of the green, making sure that your ball trajectory doesn't go over the left bunkers.



BE AGGRESSIVE The aggressive play comes on the approach shot—the tee shot should be played the same as the safe strategy. On the approach, aim for the back side of the green close to the pin—even if it means having to clear the bunkers. Make sure to use extra loft and power boost while aiming for the back side of the green to help stick the landing.

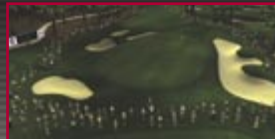


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

85

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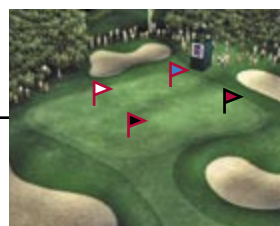
TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 5th HOLE

PAR 5 • YARDS / 452 (WHITE), 504 (BLUE), 527 (BLACK) • 14 HANDICAP

OVERVIEW

The 5th hole is a dogleg right that plays bunker-free until the approach shot to the green. A small right-side fairway bunker will be found about 100 yards to the green, which is protected by bunkers and divided down the middle by a swale.



THE GREEN The green is marred along the middle by a series of large bumps. The right side of the green is a little higher than the left side.

HAZARD ZONES

1 DOGLEG Since this is a par 5, you can afford to take three shots to reach the green. You might want to lay up short of the dogleg rather than cut it—especially if you're playing from the back tees. Go down a club if your aiming circle is too wide for the fairway.

2 RIGHT FAIRWAY BUNKER The sand trap protecting the right side of the second half of the fairway can be avoided by laying up short of it—especially if you decide to reach the green in three shots.

3 GREEN BUNKERS You're in for a real challenge here if you try to reach the green in two: This is one of the most well-protected greens on the course. Aim for the center of the green and pray for the best. If you are playing three shots to the green, the approach will be much less challenging.

HOLE STRATEGIES



PLAY IT SAFE Hit your first shot short of the dogleg bend—you may need to go down a club to aim for the bend. Don't try to cut the dogleg, especially if playing from the black tees. The second shot should land short of the first bunker to the right as you near the green. This will set up a pitch that you should aim directly at the pin for a birdie try.



BE AGGRESSIVE Because of the dogleg, it will be very difficult for anyone but the top hitters to safely reach the green in two. The only way to do that is to hit an outstanding driver shot that bends around or over the trees to the right of the dogleg. Because of the extreme hazards that shot must avoid, it's better to stick to the safe approach instead.

GLEN ABBEY / 6th HOLE

PAR 4 • YARDS / 395 (WHITE), 406 (BLUE), 437 (BLACK) • 16 HANDICAP

OVERVIEW

The 6th hole plays into an open fairway with two sand traps on the left side just before the midway point. A large sand trap protects the right-front side of the green, which is the largest one to be found among the front nine holes.



THE GREEN The green generally slopes downhill from back to front, with the lowest point being the left-front edge.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER Given the wide first half of the fairway, these bunkers to the left should be safely out of play unless you shank the tee shot badly to the left.

2 NARROW FAIRWAY Most players should be able to drive to the narrow part of the fairway past the left bunkers, but that might not be the best shot—consider going to a wood club and aiming instead for the end of the fattest part of the fairway (to the right of the second left bunker). You'll still have plenty of club to reach the green.

3 BEAR-CLAW BUNKER The elevated green is well protected by this gigantic sand trap. Use extra loft, club and/or power boost on the approach while aiming for the back-center lobe of the green to safely avoid this hazard.

HOLE STRATEGIES



PLAY IT SAFE Lay up short of the narrow part of the fairway, and land your shot to the right of the second left fairway bunker. Aim directly at the back lobe of the green on your second shot and swing hard to clear the bear-claw bunker; otherwise, lay up left of the bunker to set up a short pitch directly at the pin.



BE AGGRESSIVE The aggressive play begins with a driver onto the narrow part of the fairway. If you catch fairway, you'll have a shorter approach to the green. If you catch rough, you still may be able to land on the green if you use extra club—but aim for the left-front corner of the green so you don't land in sand in case your hazard shot falls short.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

87

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TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 7th HOLE

PAR 3 • YARDS / 135 (WHITE), 142 (BLUE), 197 (BLACK) • 8 HANDICAP

OVERVIEW

The 7th hole is a tricky par 3 that must play over water onto a green that's tightly guarded by a bunker on the front edge, a second bunker on the back-left edge, and a third one (the largest) around the right edge.



THE GREEN The green slopes downhill from the back edges toward the water; the green "funnels" down to the water between the two front bunkers.

HAZARD ZONES

- 1 NO SHORT STOPS** There's nowhere to lay up, so don't hit your tee shot short. Aim for the back center of the green as insurance from a splash landing.
- 2 FRONT BUNKERS** You'll likely land in sand if you fall just short of the green. These bunkers are pretty deep to shoot out of, but playing out of these sand traps is a better proposition than kissing the water with your ball.
- 3 LEFT BACK BUNKER** Of the three bunkers, this is the shallowest of the three. Plus, it lies at a closer elevation to the green than the front bunkers—so don't worry if your aiming circle touches this hazard. It's better to miss long than short on this hole.

HOLE STRATEGIES



PLAY IT SAFE Use extra power boost, loft and backspin with an aggressive club to aim for the back-center section of the green. Even if you hit a little long, you should be able to hit the rough (or a spectator and/or the front of the grandstand) to stop the ball from straying too far from the green.



BE AGGRESSIVE You can aim closer to the pin and/or the center of the green with an aggressive first shot—but it's a risky play that brings you that much closer to the water and the front bunkers. Aim aggressively at your own peril. Finally, be conservative with your power when putting downhill.

GLEN ABBEY / 8th HOLE

PAR 4 • YARDS / 391 (WHITE), 391 (BLUE), 433 (BLACK) • 4 HANDICAP

OVERVIEW

The 8th hole features two fairway bunkers on the right side just short of the midway point. The green is rather deep and is flanked by bunkers left and right. This is one of the highest handicapped holes on the front nine.



THE GREEN The triangular green slopes from the back-right side (the highest level) toward the front-left edge of the green. A subtle bump can be found at the center.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKERS The larger sand trap here squeezes the fairway just enough to make a driver shot past this point a bit hazardous. If you lay up short of the narrower part of the fairway with a wood club, you can still reach the green with a long iron approach shot.

2 LEFT GREEN BUNKERS The line for most approach shots will favor the right side rather than the left, so these bunkers should remain safely out of play unless you shank the ball left.

3 RIGHT GREEN BUNKER For most approach shots, this is the bunker you'll have to clear to reach the green. The best way to do this is to aim for the back-left corner of the green. Even if you land in this bunker, the edges closest to the green are fairly shallow and easy to play out of.

HOLE STRATEGIES



PLAY IT SAFE Lay up short of the fairway before it narrows, staying just a little left of center to avoid the second right bunker. The green is big enough on the back side to shoot a large iron toward the back-left side of the putting surface. Even if you miss into one of the bunkers, they are shallow enough to blast out of.



BE AGGRESSIVE Aim for the narrow part of the fairway past the second right bunker—use extra power boost and forward roll to control the ball's path upon landing. This will set up a second shot that can be aimed closer to the center of the green or the pin itself depending on the size of the aiming circle. Earning a birdie is very possible if you reach the green in two.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

89

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TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 9th HOLE

PAR 4 • YARDS / 383 (WHITE), 408 (BLUE), 458 (BLACK) • 10 HANDICAP

OVERVIEW

The 9th hole features a fairway that has a bunker along its right side—but the real danger is at the end of the fairway, which rolls right into a lake. This water hazard must be carried to reach a green fronted on the right edge by a small sand trap.



THE GREEN The green is slightly raised in the center while the left and right ends slope downhill. The overall break, not surprisingly, is toward the water.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKER This is a very challenging bunker to negotiate: If you try to shoot past it, you'll have a large aiming circle that may be too wide for the fairway. If you lay up short with a wood club, you'll avoid the hazard but be left with a very long and risky approach shot to the green. Choose the option you're most comfortable with.

2 WATERFRONT Not only is the water trouble, but the edges along the waterfront slope sharply toward the water. A ball that lands along the waterfront is as good as wet. Make sure to take wind into account before shooting over the water!

3 FRONT GREEN BUNKER If you're trying to land on the green by shooting over the water, you'll be very happy to land in this hazard—it'll stop you from rolling into the water!

HOLE STRATEGIES



PLAY IT SAFE The ultra-safe play: Lay up on the tee shot with a wood or long iron just short of or to the left of the first fairway bunker (the exact aiming point will be dictated by the size of your aiming circle). Your second shot will play as a short pitch toward the left end of the fairway, shaded away from the waterfront. This sets up an approach shot over as little water as possible.



BE AGGRESSIVE Whether you lay up just short of the right fairway bunker or use driver to roll closer to the water, one thing is certain—you must land on the fairway to reach the green in two. (If you catch rough, you'll have to follow the safe approach.) Aim for the left-back side of the green. If you need to shorten the distance, aim for the back of the short-grass area left of the green.

GLEN ABBEY / 10th HOLE

PAR 4 • YARDS / 369 (WHITE), 375 (BLUE), 443 (BLACK) • 11 HANDICAP

OVERVIEW

The 10th hole features one of the smallest greens on the course. The fairway is guarded along the front half by a long, thin bunker on the right about 150 yards from the hole. Look for three more bunkers to guard the left and back sides of the green.



THE GREEN The narrow green slopes downhill from the back-left side to the right-front side.

HAZARD ZONES

1 FIRST RIGHT BUNKER If you plan to lay up on the approach shot, you can definitely afford to lay up short of this sand trap with a wood or iron shot. If you want to get onto the green in two, you'll have to bite the bullet with a larger driver aiming circle, and hope that you hit the ball straight and solid to stay on the fairway.

2 LOW-LYING TREES If you catch the left edge of the fairway, watch out for the tree branches that hang into the fairway. Make sure to use extra loft in case you're worried about the trees.

3 GREEN BUNKERS It is extremely difficult to land on this green in two. The surrounding bunkers are expansive, and the green is narrow—causing all sorts of trouble for your aiming circle. Strongly consider playing safe and settling for par on this hole.

HOLE STRATEGIES



PLAY IT SAFE Use wood to lay up just short and/or a little to the left of the right-side fairway bunker. Lay up short of the green on the approach shot. This sets up a manageable pitch onto the green. Aim directly at the pin to have a chance of saving par.



BE AGGRESSIVE Use a driver to shoot to the left of or past the right fairway bunker. If you land in rough, you may be forced to lay up and take the safe approach, but if you land in the fairway, you can opt to try and stick a landing on the green for your second shot. This is an extremely high-risk tactic, and you must be confident in your bunker game before attempting it.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

91

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TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 11th HOLE

PAR 4 • YARDS / 365 (WHITE), 439 (BLUE), 452 (BLACK) • 3 HANDICAP

OVERVIEW

The 11th hole begins the “Valley Holes” stretch of the course; the tee shot plays into a fairway with trees on the left and two bunkers to the right. The approach shot must carry over a creek onto a recently rebuilt green.



THE GREEN The green rises uphill from front to back, and the left side of the green breaks slightly from left to right.

HAZARD ZONES

1 DOWNHILL TEE SHOT Take the elevation into account when shooting off the tee—you’ll travel farther than the aiming circle would suggest. Aim toward the left side of the fairway (compensating for wind, of course) to make sure your tee shot doesn’t drift toward the right bunkers.

2 RIVER WORRY Your fairway shot will dictate how aggressive you can play this hole. If you land in rough or sand on your first shot, you’ll be forced to lay up short of the water for your second shot. Trying to blast out of rough or sand onto the green is extremely hazardous to your score.

3 BACK-SIDE BUNKER The sand trap guarding the back side of the green is a little deep but not too hard to shoot out of. Just be careful not to overpower your shot—you might roll down into the water.

HOLE STRATEGIES



PLAY IT SAFE Aim for the left-center side of the fairway on your tee shot to safely clear the very large bunkers to the right. If you land on the fairway, you can “safely” go for the green on your second shot; if you land in rough or a hazard, lay up toward the end of the fairway on your second shot. Aim a pitch shot directly at the pin on your third shot; make the putt to save par.



BE AGGRESSIVE Hit your driver as far as you can toward the end of the fairway, favoring a line just left of center. If you land on the fairway, you can shoot directly at the green with a high-loft second shot aimed at the left-center side of the pin—stay away from the right bunker. You’ll wind up with a manageable birdie putt.

GLEN ABBEY / 12th HOLE

PAR 3 • YARDS / 152 (WHITE), 182 (BLUE), 187 (BLACK) • 13 HANDICAP

OVERVIEW

The 12th hole also plays over the creek to land on a wide but narrow green. Two bunkers sit along the front edge of the green, while lone bunkers guard the back and right edges. A high approach shot is needed to stick the landing on the green.

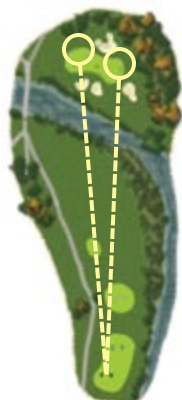


THE GREEN The shallow green is raised along the back edge and center, while the left and right-front edges slope downhill. Most of the breaks run toward the water.

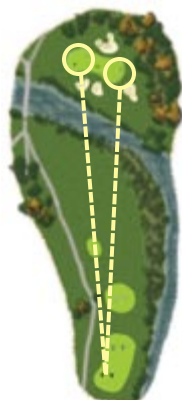
HAZARD ZONES

- 1 PRETTY STREAM** Just make sure to use enough club and power boost (compensating for wind) to reach the green, and the water will stay far enough away to not cause trouble.
- 2 FRONT BUNKERS** The two bunkers to the left and the one to the right will catch anything that falls short of the green. Considering that water is the alternative to a short shot, don't feel too bad about missing the green.
- 3 BACK BUNKER** Compared to the front bunkers, this sand trap is shallower and is raised at a higher level—it's the easiest sand hazard on this hole to hit out of.

HOLE STRATEGIES



PLAY IT SAFE Aim for the back side of the left or right lobe of the green, using extra power boost to ensure that your shot clears the front-side hazards. Consider using extra loft as well to try and stick the landing. Hit the green and you'll have a chance at birdie; otherwise, hit a conservative second shot to get close to the pin.



BE AGGRESSIVE The aggressive approach on this hole is similar to the safe approach—aim straight for the center of the pin (rather than the left and right green lobes), and don't be afraid of landing in a bunker.

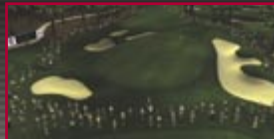


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

93

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TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 13th HOLE

PAR 5 • YARDS / 481 (WHITE), 515 (BLUE), 529 (BLACK) • 17 HANDICAP

OVERVIEW

The 13th is shaped by the creek. Two bunkers sit along the right side of the fairway about one-third of the way up. The approach shot must carry over the creek onto the narrow green; a thin bunker acts as a buffer between the green and the water.



THE GREEN The two-tiered green has a raised tier along the right-back edge, while the front tier is lower and slopes toward the water.

HAZARD ZONES

- 1 RIGHT FAIRWAY BUNKERS** Because of the stream and thick rough before the fairway, laying short of these bunkers is just not possible from the black tees—the best tactic (and the only tactic from the shorter tees) is to shoot to the left of these hazards with the driver.
- 2 SPLIT STREAM** The best way to avoid trouble on this hole is to lay up on your second shot, no matter how close you are to the end of the fairway.
- 3 GREEN BUNKERS** The two sand bunkers will only come into play for those trying to reach the green in two—from a short approach, your aiming circle will be more than small enough to avoid these hazards. Also be aware of the grass-only bunker behind the green.

HOLE STRATEGIES



PLAY IT SAFE Shoot to the left or past the right-side bunkers on your tee shot. Aim for the center of the fairway. Lay up your second shot short of the stream—make sure you don't use too much power, or you may roll off the end of the fairway. This conservative second shot sets up an easy approach shot that you can aim directly at the pin.



BE AGGRESSIVE Playing to the green in two is only safely possible from the white tees if the wind is at your back. You must get as far down the fairway as possible to reach the green, and you have to use extra power boost to make sure you clear the water hazard. This is a high-risk play only for those not concerned with their golf score.

GLEN ABBEY / 14th HOLE

PAR 4 • YARDS / 330 (WHITE), 367 (BLUE), 426 (BLACK) • 15 HANDICAP

OVERVIEW

The 14th hole begins with a tricky tee shot that lets you play over as much water as you can stomach. The left side of the fairway is guarded by several bunkers. The green itself is open on the front and guarded at the back with just a single sand trap.



THE GREEN The green slopes downhill from back to front, and the front of the green has a little channel that cuts toward the right front edge.

HAZARD ZONES

1 DOGLEG DISASTER This is a marvelous example of golf course design: Stick a water hazard alongside a dogleg bend, and let the golfer be as aggressive (or foolhardy) as he or she wishes. If you're cutting the dogleg, make sure you leave nothing short, as the river's edge slopes downhill quickly.

2 BACK-SIDE BUNKERS/TREE The fairway bunkers and lone tree along the left side of the fairway are the penalty for anyone who uses too much club to avoid the water. The best solution is to aim close to these hazards, but use right spin immediately upon landing to steer the ball toward the green.

3 BACK GREEN BUNKER The green is protected by a long bunker on the back side, which shouldn't come into play unless you use way too much club on the approach to the slightly elevated green.

HOLE STRATEGIES



PLAY IT SAFE Don't try to cut the dogleg too much; use your driver to aim squarely at the center of the fairway, then use right spin control while airborne to direct the ball upon landing. You'll be faced with a long iron shot to the green, which you can opt to play as a full shot (if winds are light) or a low-loft shot (if winds are strong) to bounce to the green.



BE AGGRESSIVE You won't be able to cut the dogleg too much from the blue/black tees, but from the white tees you'll have a wide vista of the fairway to aim at. Wherever you aim, leave enough fairway in front of your aiming circle so that the ball can bounce forward safely upon landing. If you cut the dogleg, don't shank the ball right—aim for the left side of the fairway if this is concerns you.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

95

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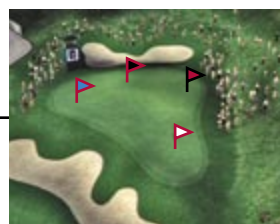
TIGER WOODS
PGA TOUR 07

GLEN ABBEY / 15th HOLE

PAR 3 • YARDS / 115 (WHITE), 122 (BLUE), 141 (BLACK) • 7 HANDICAP

OVERVIEW

The 15th hole features one of the most difficult greens at Glen Abbey. The bicycle-shaped green is guarded at the front-left and back sides by large bunkers. The green is elevated and has multiple tiers, which adds to the difficulty level.



THE GREEN The green is highest at the back-center, then slopes a little downhill to the left-front side and slopes plenty to the right-front side.

HAZARD ZONES

- 1 SURPRISE UPHILL SHOT** Don't let the valley fool your eyes: You're actually shooting slightly uphill to the green. Use a little extra club and/or power boost to compensate for the elevation change.
- 2 FRONT BUNKER** You don't want to land here: The high wall to the green will make it difficult to shoot out of this hazard. If you land here, it'll be because you didn't compensate for wind in your face, didn't use extra power for the uphill approach, didn't hit the ball hard enough—or some combination of the three. In any case, shoot long instead of short on this green to avoid this hazard.
- 3 BACK BUNKER** Even though the back bunker isn't a picnic to shoot out of, it's relatively easier to escape compared to the front bunker. Again, it's better to shoot long than short on this green.

HOLE STRATEGIES



PLAY IT SAFE Aim for the back center of the green regardless of pin placement: The overriding goal is to avoid the front bunker and/or falling short of the green at all costs. Use extra power boost and club to get enough distance, and counteract that distance with extra loft to stick the landing. If you must putt downhill, be conservative with your power.



BE AGGRESSIVE You can opt to aim closer to the pins rather than settle for the back of the green on your shot—but be very aware that any shot that falls short of a front-pin location will likely roll off the green and into rough or the front bunker. Make sure to use extra power boost on your tee shot to reduce the risk of rolling off the green.

GLEN ABBEY / 16th HOLE

PAR 5 • YARDS / 452 (WHITE), 466 (BLUE), 516 (BLACK) • 5 HANDICAP

OVERVIEW

The 16th hole plays as a dogleg left over a long stretch of rough to reach a fairway that is bunker-free until the very end. The green itself is guarded by bunkers along the left-front side as well as the back edge.



THE GREEN A raised ridge in the center separates the left side (which slopes slightly downhill toward the left edge) from the larger right side, which slopes sharply downhill.

HAZARD ZONES

1 LEFT-SIDE TREES If you land short of the fairway bend along the left side, the trees to the left may shield your approach shot toward the green. If there's a risk of clipping the tops of these trees, either use high-loft on your approach shot or shoot toward the bend to get a clearer view of the green.

2 ISLAND BUNKER This island bunker protects the end of the fairway. Because of its deepness, it will likely catch anything that bounces toward the elevated green. Lay up short of it to set up a safe approach shot.

3 GREEN BUNKERS The left-front bunkers are the most dangerous around the green, since they must play uphill to the putting surface. The back bunkers are no picnic either, but at least they offer a relatively shallow lie to get back to the green.

HOLE STRATEGIES



PLAY IT SAFE Don't try to cut the dogleg bend; instead, try to get as much distance off the tee as possible—the farther you can push down the fairway, the better your view of the green. Chances are, you'll have an uphill approach shot; land short of the front island bunker to set up a high-loft approach toward the pin. Shade your aiming point a little toward the back of the green.

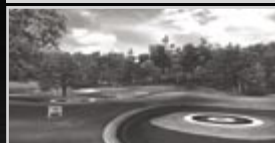


BE AGGRESSIVE Use the safe approach for the driver shot. With enough distance off the tee, you can attempt an aggressive approach shot. Use extra boost, club and/or high loft to compensate for the uphill climb; aim for the back side of the shallow green rather than the front. This is a high-risk shot that can easily land you in one of the sand traps fronting the green.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

97

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GLEN ABBEY / 17th HOLE

PAR 4 • YARDS / 365 (WHITE), 396 (BLUE), 436 (BLACK) • 1 HANDICAP

OVERVIEW

The 17th hole begins with a fairway with six bunkers to the left and four to the right—a bit of a gauntlet before the fairway clears up. Look for more bunkers on the unusual “U-shaped” hole that has two bunkers up front and three more that surround the back side.



THE GREEN The green slopes downhill from back to front. Since the green is shaped so wildly, it's impossible to generalize any putting surface breaks.

HAZARD ZONES

1 FAIRWAY BUNKERS This is a nasty minefield of bunkers that makes the tee shot difficult but not too scary from the shorter tees—aim for the center of the fairway just before it bends right. However, from the black tees it turns into a nightmare because your first shot has to clear the trees and bunkers to the right—if you land short or right, you will be in a world of hurt for your second shot. From the black tees, seriously consider laying up a club or two to land between the first two bunkers to the left and right.

2 GREEN BUNKERS The bunkers surrounding this weirdly shaped green are best avoided by laying up short of the front bunker on your second shot rather than trying to land on the green. You'll be better able to target pins (and use smaller aiming circles) if you set up a short approach shot.

HOLE STRATEGIES



PLAY IT SAFE Lay up your tee shot in the fairway area just before it veers right—the goal here is to set up a target point that does not fly over any hazards. This sets up a long approach shot that you should lay up short of the bunker fronting the green. From here, hit a high-loft pitch directly at the pin, and finish off with a short putt.



BE AGGRESSIVE This is a par 4 that should really play as a par 5—it's hands-down the toughest hole on the course, especially from the black tees. There are so many hazards and challenges at this hole, anything other than the safe approach will be a likely recipe for disaster. Be happy if you escape here with par.

GLEN ABBEY / 18th HOLE

PAR 5 • YARDS / 461 (WHITE), 484 (BLUE), 508 (BLACK) • 9 HANDICAP

OVERVIEW

Glen Abbey closes with a series of bunkers on the left and right sides of the fairway before it takes a dogleg left to bend around a lake. The green lies separated from the fairway, guarded to the left by sand traps and to the right by water.



THE GREEN The narrow green has a bump in the middle while the ends slope slightly downhill. Balls will tend to break swiftly toward the water.

HAZARD ZONES

1 FAIRWAY BUNKERS Thankfully, the fairway is wide enough to keep most of these bunkers out of play. However, if you're aiming at the narrow part of the fairway closer to the water (which is usually the case if you're trying reach the green in two), the end bunkers will be in your aiming circle.

2 WATER FINISH The water doesn't just protect the pin—it also protects the full right edge of the fairway's thinner second half. If you're playing it safe to the green, make sure to shade your aiming point away from the water so you don't accidentally get wet.

3 GREEN BUNKERS These bunkers are a major hazard for those trying to reach the green in two. They're not too hard to shoot out of—but if you swing hard, you may roll into the water. Angle your aim out of the bunker so that your ball rolls somewhat parallel to the water rather than directly toward it.

HOLE STRATEGIES



PLAY IT SAFE Hit a driver just short of the last bunkers before the fairway narrows. Don't try to shoot over the water; instead, shoot left toward the end of the fairway. Shade your aiming point away from the water's edge. This will set up an approach shot directly at the pin—again, shade your shot slightly away from the water; add extra loft to stop the ball from rolling upon landing.



BE AGGRESSIVE The safe approach sets up a birdie possibility that most golfers should be happy with. However, if you're a daredevil power hitter starting from the white tees, you can gamble with a high-risk tee shot that shoots between the fairway bunkers toward the water. Aim your second along the back edge of the green: Swing hard and straight, then hope for the best...



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

99

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COURSE STRATEGY

Did you know?

In June of 2000, Tiger Woods won the U.S. Open at Pebble Beach with a record 15-stroke victory. With that win, Tiger tied the record for the lowest 72-hole score ever posted in any U.S. Open.



PEBBLE BEACH GOLF LINKS

🇺🇸 PEBBLE BEACH, CA • YEAR OPENED / 1919 • PAR / 72 • DISTANCE / 6,737 yards • ARCHITECTS / Jack Neville and Douglas Grant



🏌️ COURSE HISTORY

Pebble Beach Golf Links opened in 1919 and quickly became a favorite destination of both professional and amateur golfers over the years. A big draw is the course's unparalleled view of the Pacific Ocean, which serves as a breathtaking backdrop to a number of challenging holes on this course.

The most recent major alterations to the course occurred in the 1990s, when Jack Nicklaus helped rebuild the greens on the 4th, 5th and 7th holes in preparation for the 1992 U.S. Open. In 1998, Nicklaus helped design a new 5th hole. Pebble Beach has hosted four U.S. Open tournaments; it's scheduled to return for a fifth visit in 2010.

🏌️ COURSE OVERVIEW

Pebble Beach is laid out in a "figure-eight" routing with roughly half of the holes overlooking or within close proximity to the rocky shoreline. Ocean breezes can be a major influence on how the course is attacked, especially on the tougher seaside 8th, 9th and 10th holes, where mishit shots can often wind up lost or in the rocks. The most famous hole on the course is the 18th, which features a tee shot that sails over the rocky coastline to the left en route to the fairway.

In general, most of the fairways at Pebble Beach are on the narrow side, and the small size of some of the greens puts a heavy emphasis on setting up drives and second shots for easy approaches to the pin.

PEBBLE BEACH GOLF LINKS / 1st HOLE

PAR 4 • YARDS / 331 (WHITE), 345 (BLUE), 376 (BLACK) • 8 HANDICAP

OVERVIEW

The 1st hole features a dogleg right as you approach the green, which is protected by two tight bunkers to the left and right. Two additional small bunkers and some thick rough can be found along the left fairway.



THE GREEN The green slopes uphill from front to back; putts uphill will tend to slide right. Balls can roll back onto the fairway if hit too hard downhill.

HAZARD ZONES

1 TREACHEROUS GREEN Make sure to use plenty of backspin and some loft while aiming for the green to make sure the ball sticks. The area left of the green is actually an extension of the fairway; try to keep your ball out of it.

2 LEFT FAIRWAY BUNKER If you get stuck here, it's probably because you used too much club or power boost. If your ball's in this bunker, use a long iron to blast it back on the fairway toward the hole. Aim for the right-center side of the fairway so you don't hit the ball into the second fairway sand trap.

3 TREES AND ROUGH Do not attempt to drive through or over the trees here. Your best bet is to target the middle of the fairway just short of the bunker to the left as shown on the "Play It Safe" map below.

HOLE STRATEGIES



PLAY IT SAFE For your first shot, aim for the end of the widest part of the fairway before it narrows and bends right. This sets up a clear view of the pin for a straightforward approach shot. For the second shot, you might want to overshoot the hole ever so slightly to compensate for the green's uphill slope. But like most 1st holes, a straightforward approach will yield a fairly easy par or birdie.



BE AGGRESSIVE It's possible to target the right side of the fairway (possibly with a little fade thrown in) to shorten the distance to the pin on the approach shot, but this tactic offers more risk than reward. The trees and rough flanking the right edge of the fairway make it tough to try and cut the dogleg, while the first bunker to the left can come into play for any overaggressive drive shot.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

101

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TIGER WOODS
PGA TOUR 07

PEBBLE BEACH GOLF LINKS / 2nd HOLE

PAR 5 • YARDS / 427 (WHITE), 460 (BLUE), 502 (BLACK) • 10 HANDICAP

OVERVIEW

The 2nd hole is long—especially from the black tees—and made tough by the bunkers along the front and right edges of the start of the fairway. A barranca splits the fairway; the green is hugged by bunkers to the left and right.



THE GREEN The green slopes uphill from front to back. Virtually every uphill shot will break to the right; every downhill shot will break left.

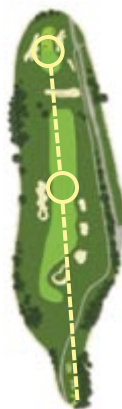
HAZARD ZONES

- 1 DRIVER HAZARDS** Depending on your starting tee position, these bunkers can either be much ado about nothing or a serious hazard—especially from the black tees. Put as much power boost as you can on your shot to clear these sand traps safely.
- 2 BARRANCA TRAP** This deep gully splits the end of the fairway in two, and if you get poor distance or hit the rough or bunkers off your driver, you must lay up short on your second shot to avoid bouncing into this barranca.
- 3 BUNKERS BY THE GREEN** These bunkers are surprisingly deep—especially at the back as the green slopes uphill. Safely keep them out of play by aiming your approach shot at the fairway in front of the green for an uphill chip shot.

HOLE STRATEGIES



PLAY IT SAFE Get as much driver as you can on your first shot. Depending on the distance left on your second shot, you can either land a second shot short of the barranca (the safest play) or aim for the fairway directly in front of the green (which is less safe but perfectly doable). In either case, your third shot will be a short but easily controllable approach at the middle of the green.



BE AGGRESSIVE There's a very good eagle opportunity on this hole, especially from the white tee. Blast your first shot down the middle of the wide fairway and use forward roll to get a few extra yards. This should set you up close enough for a direct shot at the pin. The edges of your aiming circle will brush the edges of the bunkers, but a solid approach will land you right in the middle of the green.

PEBBLE BEACH GOLF LINKS / 3rd HOLE

PAR 4 • YARDS / 330 (WHITE), 337 (BLUE), 374 (BLACK) • 12 HANDICAP

OVERVIEW

The 3rd hole is a dogleg left made tricky by the trees to the left that prevent an easy landing onto the fairway. The front of the green is well guarded by three bunkers: a large one to the left and two small traps to the right.



THE GREEN The green runs uphill on the right, flat across the middle and downhill on the left. The front-to-back slope is just a touch uphill.

HAZARD ZONES

- 1 TROUBLING TREETOPS** Anyone trying to cut the dogleg will have to contend with the tree branches that overhang to the left. Do a fly-by of your aiming target to make sure they're not in your ball's flight path, and consider adding a slight draw on your drive for insurance.
- 2 SMALL BUNKERS** You might consider punching the ball a bit to get under the tree branches described above—but if you try that, these small bunkers surrounded by rough will eat up your dogleg shortcut.
- 3 CROWDED GREEN** The raised green is flanked by three bunkers, which actually aren't as bad as they look. The hidden hazard here is an overhit approach that bounces off the back edge of the green into the walkway. Tone down the power boost on your approach.

HOLE STRATEGIES



PLAY IT SAFE The safest shot is to use left spin on the ball rather than a draw to navigate the dogleg. The ideal aiming point is just to the right of the tree branches, plopping your aiming circle directly along the border between the fairway and the far rough. By targeting this point, your full shot will likely bounce short, and you can spin the ball left before it touches the rough. Lay up just short of the green to avoid the bunkers.



BE AGGRESSIVE You can be ultra-aggressive here and try to hug or loft over the trees to shortcut the dogleg—but only if you have the power in your driver to muscle it out. Otherwise, it's an extremely risky proposition for just a few measly yards. You're better off playing a safe driver shot (as described in the text to the left) and saving your aggressiveness for a second shot directly at the pin.

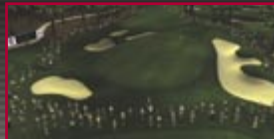


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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PEBBLE BEACH GOLF LINKS / 4th HOLE

PAR 4 • YARDS / 295 (WHITE), 308 (BLUE), 327 (BLACK) • 16 HANDICAP

OVERVIEW

The ocean front 4th hole is characterized by five long, thin bunkers that protect the green as well as the left and front edges of the fairway. A very small bunker in the middle left part fairway poses another hazard.



THE GREEN The left side of the green slopes toward the water while the right side (except the far back corner) is fairly flat.

HAZARD ZONES

1 ISLAND BUNKER The fairway is so wide at the front, it puts the bunkers to the front and far left pretty much out of play unless you hit a horrible driver. The only tricky bunker is that lone sand trap in the fairway itself. That bunker can be kept out of play by aiming at the widest part of the fairway just short of that hazard.

2 ROCKY CLIFF If you forget to compensate for wind or if you fade too much on your driver, you will kiss the ocean rocks in the worst way possible. Either lay up short on your first shot or aim for the left-center of the fairway to avoid falling out of bounds.

3 BUNKERS BY THE GREEN The green is large enough to keep these bunkers out of play, but if you foul up your approach, it's better to miss left than right.

HOLE STRATEGIES



PLAY IT SAFE Lay up on your first shot by aiming at the center of the fairway just short of the bunker to the left. Add some forward roll on your drive to chew up a few extra yards. From this spot, you'll have a longer approach right onto the middle of the green. Don't put too much power boost on your second shot, or you may hit the back bunkers or overshoot the hole altogether.



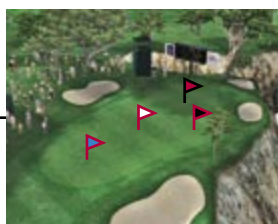
BE AGGRESSIVE Use a driver to aim for the back center of the fairway, but shade the shot left to ensure that the edge of the aiming circle does not touch the rocky cliff to the right. This shot will place your aiming circle over a good deal of rough to the left and a bunker to the right, but if you can slide into that narrowing fairway groove, you'll have an easy pitch or flop directly at the pin.

PEBBLE BEACH GOLF LINKS / 5th HOLE

PAR 3 • YARDS / 129 (WHITE), 142 (BLUE), 187 (BLACK) • 14 HANDICAP

OVERVIEW

The 5th hole is where the rocky cliffs start to make shots tricky. The “R” shaped green is guarded in the back by three bunkers and trees—but the worst sin of all is to overshoot the green altogether and land out of bounds.



THE GREEN There is no strong tilt from front to back (or vice versa), but the green definitely slopes downhill toward the ocean cliff.

HAZARD ZONES

1 LEFT GREEN BUNKER Actually, this bunker is shallow enough to permit a nice pitch down the slope of the green. If you reduce the loft on such a shot, you’ll be able to get greater roll toward the ocean—a good idea if you have a pin placement close to the sea.

2 RIGHT GREEN BUNKERS The surest way to keep these bunkers out of play is to lay up short off your drive and aim for the fairway strip in front of the green. This will give you a wide open approach to the green on your second shot.

3 OCEANSIDE SLOPE Do not put any fade on your shot: Even worse than hitting the bunkers to the right is missing the bunkers to the right. There’s a serious slope along the edge of the cliff, so a shot that bounces into the rough could get lost.

HOLE STRATEGIES



PLAY IT SAFE Your safest shot is to aim for the left center portion of the green, and depending on wind, you might even want to shade your aiming circle ever so slightly toward the left bunker to truly keep the rocky shore-line out of play. Remember that the green slopes downhill from left to right and front to back—you can add some spin on your approach to get closer to the pin.



BE AGGRESSIVE What makes this hole interesting is that the aggressive play is exactly the same as the safe play—aim for the left center portion of the green. Because this is a fairly short par 3 hole, there really isn’t any room to get fancy here with an alternative approach. Again, remember how the green slopes so that you can get some extra roll toward the pin.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

105

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PEBBLE BEACH GOLF LINKS / 6th HOLE

PAR 5 • YARDS / 466 (WHITE), 484 (BLUE), 500 (BLACK) • 2 HANDICAP

OVERVIEW

The 6th hole features a fairway split by a natural uphill slope which creates a blind approach shot to the second part of the fairway. Two large bunkers dominate the left side of the fairway; three small bunkers guard the green.



THE GREEN The large green is mainly flat in the middle; the back edge slopes upward while the front edge slopes down into the fairway.

HAZARD ZONES

- 1 FIRST LEFT BUNKER** If you get trapped here or in the rough nearby, your second shot must be played toward the back of the fairway. Don't even think about trying to reach the higher elevation from here, even if you have a clean lie.
- 2 UPHILL SURPRISE** If you don't add a little extra loft on your approach shot to the green, it's possible for your ball to clip the rough at the top of the hill. If this occurs, it will kill your ball's forward momentum and set up a long third shot to the green.
- 3 GREEN DEFENSES** The left and the right sides of the green are guarded by bunkers, but they're not much to worry about. Since the front of the green is so wide open, you can use some spin on your approach to roll right at the pin.

HOLE STRATEGIES



PLAY IT SAFE Depending on the strength of your driver, aim for the center of the fairway to the end. If you have a monster driver, don't use too much boost or forward spin, or you might roll into the rough at the end. Add a little loft on your second shot to clear the uphill slope and use forward spin to get close to the green. Aim for the center of the green on your third shot to set up a birdie opportunity.



BE AGGRESSIVE The limited fairway up front negates any extra power you might have on your driver, so you're better off just aiming just short of the end of that fairway. If you hit the ball cleanly here, you can make an aggressive second shot to try and reach the green in two. Again, make sure you add a little loft with a little extra club to clear the uphill change in elevation as you aim for the front-center of the green.

PEBBLE BEACH GOLF LINKS / 7th HOLE

PAR 3 • YARDS / 97 (WHITE), 97 (BLUE), 106 (BLACK) • 18 HANDICAP

OVERVIEW

The 7th hole is as beautiful as it is easy—assuming the ocean winds aren't blowing, of course. The tee shot drops down to the fairly accommodating green, but if you leave the ball short or long, there'll be some serious bunkers to contend with.



THE GREEN The green is mostly flat and doesn't have any too perilous breaks. The back of the green slopes slightly uphill.

HAZARD ZONES

1 THE WIND The downhill nature of this short shot will make the wind a bigger factor than usual. Make sure to compensate for the wind when adjusting your aiming point.

2 BACK GREEN BUNKERS Do not get overaggressive on your tee shot, and these bunkers will pose absolutely no danger to you.

3 FRONT GREEN BUNKERS These two bunkers in front of the green will only come into play if you shorten your swing accidentally. Be smooth on your tee shot and you will easily clear these bunkers.

HOLE STRATEGIES



PLAY IT SAFE First of all, aim for the center of the green. Second, look at the wind and readjust your aiming circle to compensate. Third, swing and spin the ball in mid-flight so that the ball rolls toward the pin. Other than that, there isn't much to worry about on this fairly easy birdie opportunity.



BE AGGRESSIVE The aggressive strategy is exactly the same as the safe strategy: Adjust for the wind, aim for the center of the green, and swing decisively. Once airborne, use spin control so that your shot rolls to the pin upon landing. If you must get aggressive on this par 3, aim directly for the pin rather than the center of the green to attempt a hole in one.

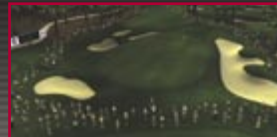


TIGER WOODS
PGA TOUR

GOLF BASICS



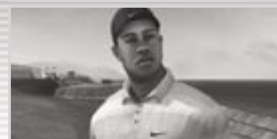
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

107

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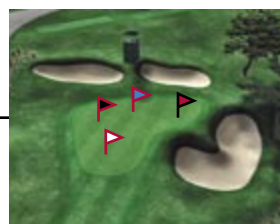
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PEBBLE BEACH GOLF LINKS / 8th HOLE

PAR 4 • YARDS / 369 (WHITE), 389 (BLUE), 416 (BLACK) • 6 HANDICAP

OVERVIEW

The 8th hole is a dogleg right highlighted by a natural canyon that splits the fairway in two. Thanks to the dogleg, you have lots of options on your second shot to reach the narrower second half of the fairway.



THE GREEN The green slopes toward the ocean and runs uphill from the right front edge to the back left edge.

HAZARD ZONES

1 THE FAIRWAY SPLIT Don't even think about trying to jump this natural canyon on your drive, no matter what the wind and yardage tell you. Lay up and save your risky attack for your second shot.

2 FAIRWAY BUNKERS The fairway narrows as it winds toward the green—the result of large bunkers that pinch the fairway on both sides. This makes a dogleg approach extremely treacherous, and you might opt to lay up to land on the wider fairway in front of these hazards.

3 OVER THE SEA You can reach the green in two, but you'll be faced with one of the toughest approach shots on the course. If you doubt your power, add an extra club or two and aim for the two bunkers behind the green—but whatever you do, don't leave this approach short.

HOLE STRATEGIES



PLAY IT SAFE Lay up on your first shot to reach the end of the first half of the fairway. From here, minimize your distance over the dogleg and aim for the back edge of the widest part of the fairway just in front of the first left bunker. From here, loft a shot over that bunker toward the pin to set up a putt for par.



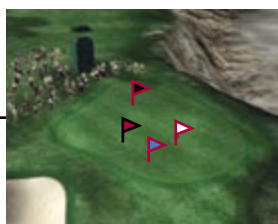
BE AGGRESSIVE Like the safe strategy, lay up on the first putt. However, on your second shot use as much as juice as you can to aim for the left-most corner of the green: This trajectory will give you the most fairway cushion in case the ball falls short. Add some extra power onto your shot or use a bigger club if you're worried about coming up short of the hole.

PEBBLE BEACH GOLF LINKS / 9th HOLE

PAR 9 • YARDS / 431 (WHITE), 441 (BLUE), 462 (BLACK) • 4 HANDICAP

OVERVIEW

The 9th hole features a small bunker to the left of the straight fairway and the ocean cliff to the right; two more bunkers can also be found along the left side between the first bunker and the green. A final bunker protects the left side of the green.



THE GREEN The green is flat along the back but slopes sharply toward the ocean and fairway along the front. The left edge is slightly raised.

HAZARD ZONES

1 NO ROOM FOR ERROR If you fade the ball right on either your driver or approach shot, say bye-bye to your precious ball. Avoid this fate by aiming your first shot along the left-center edge of the fairway.

2 GREEN BUNKER The safest way to keep this bunker out of play is to lay up on your second shot and aim for the left-center part of the fairway just in front of this hazard. Even if you wind up short or in the rough, you'll have an easier approach to the green.

3 BACK BREAKER There are no trees and bunkers to prevent you from overshooting the hole and rolling onto the beach. If you're trying to get to the green in two, either aim short away from the shoreline or aim wide left at the rough (or standing spectators) left of the green.

HOLE STRATEGIES



PLAY IT SAFE Aim your first shot at the left-center of the fairway and use forward spin to take advantage of the downhill slope. From here, lay up on your second shot by targeting the left center of the fairway just before it narrows. From here, you'll have the safest approach to the green to save par. Given the treacherous slope along the right side, par on this hole isn't a bad result.



BE AGGRESSIVE Belt your driver as far as possible down the left-center of the fairway. From here, you can reach the putting surface in two by aiming for the left-center side of the green. This shot has to be planned precisely so that it doesn't go either right or over the green—make sure to compensate for any wind. With luck, you'll hit the green rather than the rough for a possible birdie.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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PGA TOUR 07

PEBBLE BEACH GOLF LINKS / 10th HOLE

PAR 4 • YARDS / 407 (WHITE), 413 (BLUE), 430 (BLACK) • 7 HANDICAP

OVERVIEW

Like the 9th, the 10th hole has a fairway dotted with three bunkers to the left and the now-familiar rough and ocean cliff to the right. The green is well protected on three sides thanks to two more bunkers plus the ocean cliff itself.



THE GREEN The green slopes hard from left to right toward the ocean.

HAZARD ZONES

- 1 PICK YOUR POISON** On your first shot, you'll face fairways to the left and the ocean cliffs to the right. Complicating matters is a fairway that slopes toward the ocean. Your best tactic here is to aim for slightly left of center on the fairway and use the downhill slope to roll the ball closer to the green.
- 2 LEFT FAIRWAY BUNKERS** If you get trapped in these bunkers, your safest bet is to shoot it safely back onto the fairway. Don't try and get cute by trying to drive the ball closer to the green, because a mishit shot may send you into the rough—or even worse, back into a nearby bunker.
- 3 NARROW FAIRWAY** Try to direct your approach over this narrow fairway in case it falls short; if you can't, use a little extra club to land your shot on either the back or far left corner of the green instead.

HOLE STRATEGIES



PLAY IT SAFE Aim your driver just left of center on the fairway as close as possible to the widest part of the fairway (just beyond the third bunker to the right). Your aiming circle should touch the left edge of the fairway but not the bunkers (unless you're adjusting for wind, of course). Lay up your second shot just short of the bunker to the left of the green to set up an easy pitch toward the pin.



BE AGGRESSIVE Get aggressive on your second shot and try to land on the green. To avoid the rocky beach to the right, either add an extra club to target the back of the green or shade your aiming circle left of the green so that the narrow end of the fairway lies directly below your anticipated flight path. That way, if you fall short, you'll still have real estate to bounce your ball forward.

PEBBLE BEACH GOLF LINKS / 11th HOLE

PAR 4 • YARDS / 339 (WHITE), 349 (BLUE), 373 (BLACK) • 5 HANDICAP

OVERVIEW

The 11th hole starts the march away from the ocean with a fairway guarded along the front-left by a large sand trap. The fairway narrows near the green, which is protected by four bunkers that complicate approach shots.



THE GREEN The green slopes downhill from back to front, and look for most putts to break toward the center of the green.

HAZARD ZONES

- 1 UPHILL CLIMB** You may need an extra club to compensate for the uphill (nearly 50 feet) approach to the hole.
- 2 DOGLEG** Don't try to cut the dogleg: You'll wind up hitting a spectator instead. The safest play—aiming for the center of the fairway—is also the smartest in this instance.
- 3 BUNKERS AND THE GREEN** Three bunkers guard the back and sides of the green, but even with a narrow putting surface, the back of the green is wide enough to land a square approach shot. Since the green rolls downhill from back to front, you can use a tiny amount of backspin to roll back to the pin if necessary.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot up the fairway as far as possible. The rough along the sides isn't too nasty along the edges, so even if your ball lands short in the rough, you can still reach the green on your second shot as long as you use an extra club and aim for the back of the green. If you truly want to play it safe, you can lay up on your second shot just before the fairway narrows.



BE AGGRESSIVE You can be truly aggressive starting with your second shot by aiming directly at the pin and/or center of the green (depending on whichever position seems more comfortable to you). Assuming that you land firmly on the green, you'll have a difficult read on the putt for birdie. If you're putting downhill, ease back on the power so you don't overshoot the hole.

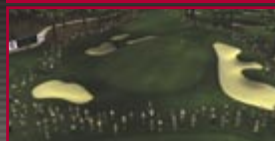


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GOLF BASICS



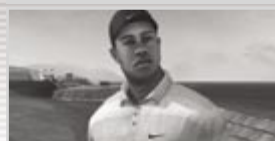
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
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PEBBLE BEACH GOLF LINKS / 12th HOLE

PAR 3 • YARDS / 179 (WHITE), 187 (BLUE), 201 (BLACK) • 17 HANDICAP

OVERVIEW

The 12th hole features a small fairway that's pinched at the back by two sand traps. The trap to the left is the most intimidating because it guards the front of the wide but shallow green. Two more small sand traps catch long drives.



THE GREEN The left lobe of the green is fairly flat, but the right side is raised. As a result, putts will break from the raised right edge to the left.

HAZARD ZONES

- 1 FAIRWAY BUNKERS** Yes, there is indeed a short fairway in front of the green, but it's well protected by two large bunkers—one in front, one behind. It's better to get stuck behind the fairway than in front, because this way at least you'll be able to pitch easily onto the green.
- 2 RIGHT BUNKERS** The three back bunkers really won't come into play unless the wind blows them there or if you bounce in from the rough. If you aim for the center of the green, they won't pose a threat.
- 3 BACK SIDE RIDGE** A hidden danger is if you overshoot the hole to the left. If the shot bounces and doesn't hit a spectator, it could wind up surprisingly far from the hole in short rough.

HOLE STRATEGIES



PLAY IT SAFE The ultra-conservative approach (which might be too conservative for this hole given the large green) is to lay up short and left of the green so you land smack in the center of the left side of the fairway. You'll have to loft your second shot over a bunker to the center of the green (or even the pin if it's not too close to an edge), but at least this way you'll keep all the bunkers out of play.



BE AGGRESSIVE There isn't much of a secret here: Aim straight for the pin without touching any bunker with your aiming circle, adjust for the wind, and alter your shot while in flight. If you land on the green, you'll have an instant birdie opportunity. If you land in the rough or in the bunker, you'll still be close enough to the green to salvage par with a well-played pitch.

PEBBLE BEACH GOLF LINKS / 13th HOLE

PAR 4 • YARDS / 368 (WHITE), 376 (BLUE), 393 (BLACK) • 9 HANDICAP

OVERVIEW

The 13th hole is an uphill journey that begins with a long pair of bunkers to the left and a trio of short, shallow bunkers to the right. Look for three more bunkers along the right side where the fairway meets the green.



THE GREEN This green is arguably the trickiest on the entire course, featuring both a downhill slope from back to front as well as a break from right to left.

HAZARD ZONES

1 FAIRWAY BUNKERS If you get caught in these bunkers—especially those on the right, just try to get back to the center of the fairway. If you try to aim for the pin anyway, you may fall victim to the sand traps near the green.

2 TRICKY SLOPES There's some uphill climb on this hole, so you'll need extra club on your second shot to reach the hole. Another tricky twist is the fairway, which slopes sharply downhill from right to left: Shots will bounce and roll this way after they land, so you might want to shade your drive a little right of center to compensate.

3 GREEN BUNKERS These bunkers are more visual decoration than a threat as long as you hit a solid driver and let the ball roll left after it lands. This opens up a clear path to the green and helps keep these bunkers out of play.

HOLE STRATEGIES



PLAY IT SAFE Hit the first shot down the center of the fairway, shading just a little right to compensate for the ball's movement to the left after landing. This sets up a clear second shot that you should aim at the back-center of the green. Once on the putting surface, you'll need to add power to push the ball uphill, or cut back on power for a downhill approach.



BE AGGRESSIVE Thanks to a rather wide fairway, there's not much difference between the safe and aggressive strategies here: You still want to reach the green in two. You can opt for a more direct aim at the pin rather than the back-center of the green, but if you miss badly, it could set you up for a very long birdie putt.

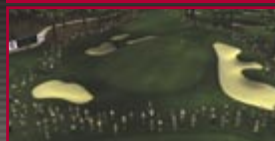


TIGER WOODS
PGA TOUR

GOLF BASICS



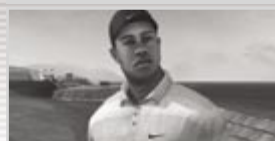
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

113

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TIGER WOODS
PGA TOUR 07

PEBBLE BEACH GOLF LINKS / 14th HOLE

PAR 5 • YARDS / 548 (WHITE), 560 (BLUE), 572 (BLACK) • 1 HANDICAP

OVERVIEW

The 14th hole is a dogleg right that features a long sand trap to the right of the fairway that punishes aggressive golfers for trying to cut the dogleg. The front of the green is guarded tightly by two more bunkers along the front and right sides.



THE GREEN The green is fairly flat along the left side, but there's a strong downhill slope as you approach the right side.

HAZARD ZONES

1 TREE TROUBLE That big tree overhanging the fairway is a major obstacle for those trying to cut the dogleg. If you're playing from the white tees, you can use maximum loft on your driver to launch over the tree and land squarely onto the fairway. From the longer tees, it's best to not mess with this tree at all.

2 FAIRWAY BUNKERS The bunkers on the right come into play only if you cut the dogleg; the rough and bunkers on the left come into play only if you draw the ball off the tee. Otherwise, the fairway is more than wide enough to accommodate most solidly hit first shots.

3 UPHILL SLOPE The fairway to the green slopes from right to left; balls aimed at the center of the fairway may roll into the rough along the left edge.

HOLE STRATEGIES



PLAY IT SAFE Do not cut the dogleg and do not mess with the tree. Aim just left of the tree branches and center your aiming circle in the middle of the fairway just before the fairway breaks to the right. From here, you'll have a fairly straight approach uphill, where you can use a three wood to get as much distance as possible. Aim your third shot for the back of the green, which is fairly wide and flat.



BE AGGRESSIVE From the black or blue tees, don't try to cut the dogleg or loft over the tree. However, from the white tees, a solid driver can be propelled (by using maximum loft) safely over that obstacle. This lets you slightly cut the dogleg while keeping the right bunkers out of play. From here, use a long club to get as close to the green as possible without landing in the front bunker; then aim for the section of green closest to your pin.

PEBBLE BEACH GOLF LINKS / 15th HOLE

PAR 4 • YARDS / 349 (WHITE), 373 (BLUE), 396 (BLACK) • 13 HANDICAP

OVERVIEW

The 15th hole features a small barranca and cluster of trees to the left which separate the tees from the fairway. A small bunker cuts into the right side near the end of the fairway; three more sand traps protect the left and right edges of the green.



THE GREEN The green is sloped uphill from front to back and shows just a very slight break from right to left.

HAZARD ZONES

1 FAIRWAY FOLLY The fairway is wide open except for a big sand trap along the left side. Avoid this threat by going with a smaller club so that your aiming circle falls just short of this misplaced bunker. The other bunkers to the left are really of no consequence unless you really shank the ball hard on your drive.

2 GREEN BUNKERS The three bunkers around the green are fairly formidable, but the front of the green (as well as the green itself) is so wide open, it's very easy to land a wedge shot right near the pin. If you lay up, you'll have an especially easy shot to reach the green.

3 BACK-EDGE ROUGH The rough behind the green is fairly short—not much to worry about.

HOLE STRATEGIES



PLAY IT SAFE Lay up on your first shot so that your aiming circle falls just short of the fairway bunker to the left. A solid shot here will effectively take all the bunkers on this hole out of play, because it sets up a very easy approach to the green. Aim straight for the pin and go for a safe birdie putt.



BE AGGRESSIVE You could be aggressive and try to shoot your driver between the island bunker and the right edge of the fairway, but the extra yardage isn't worth the risk of winding up in that sand trap. As a result, there really is no worthwhile aggressive strategy here—you can still earn a birdie just by playing it safe.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

115

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TIGER WOODS
PGA TOUR 07

PEBBLE BEACH GOLF LINKS / 16th HOLE

PAR 4 • YARDS / 376 (WHITE), 383 (BLUE), 401 (BLACK) • 11 HANDICAP

OVERVIEW

The 16th hole is dominated by an island bunker smack dab in the middle of the fairway. A unique "V" shaped bunker separates the fairway from the green, which is obscured and tightly bordered by trees to the left.



THE GREEN The wide green is mostly uphill from front to back. Most uphill putts will tend to break from right to left.

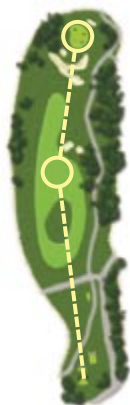
HAZARD ZONES

1 ISLAND BUNKER From the white tees, this bunker isn't too much of a threat. From the black and blue tees, however, you'll need to clear it by either aiming over it, which is dangerous, or by aiming to the right of it along the narrow fairway, which is even more dangerous. If you've got a solid driver, your best bet is to sail over the bunker and aim for the widest stretch of fairway behind it.

2 RIGHT TWIN BUNKERS There's absolutely no need to get cute by threading the right side of the fairway. Any ball that goes long and right off the tee will wind up in these bunkers.

3 BIG BUNKER The only time you need to worry about this bunker is if you're trying to reach the green from a bunker or rough. If you eased up on your drive, you can easily clear this hazard.

HOLE STRATEGIES



PLAY IT SAFE Shoot for the widest part of the fairway directly behind the island bunker. If you get some forward roll into the fairway as it narrows, so much the better. A shot from here will take you safely over the big bunker fronting the green—and you can even aim for the pin given the green's relatively large size.



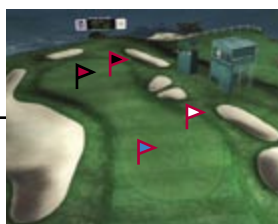
BE AGGRESSIVE There are a lot of ways to get aggressive on this hole, and nearly all of them are foolhardy. The right side of the fairway is thin and offers much more risk than reward; in addition, staying on the fairway is the only sure way to clear the bunker fronting the green. Trust me: You'll be happy playing this hole on the safe side.

PEBBLE BEACH GOLF LINKS / 17th HOLE

PAR 3 • YARDS / 166 (WHITE), 172 (BLUE), 178 (BLACK) • 15 HANDICAP

OVERVIEW

The 17th hole marks your return to the ocean—it'll be a pleasant sight as long as you can avoid the massive fish-shaped bunker that fronts the green. The back edge of the green is also peppered with long thin bunkers.



THE GREEN The green is long and very narrow, generally sloping from the back bunkers to the opposite edge. A putt from the right lobe to the left will have to travel uphill.

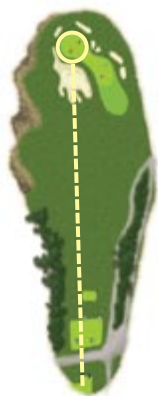
HAZARD ZONES

- 1 MEGA BUNKER** Is it an insect? A fish? An upside-down bird? Who cares? The important thing is to avoid it if at all possible.
- 2 ROUGH GOING** The approach to the green is mostly rough, so leaving the tee shot short is not a wise option.
- 3 BACK BUNKERS** If you go for an aggressive shot at the pin, you'll have four of these back-side bunkers to deal with. If you go with a conservative route, you'll only have to deal with two of them.

HOLE STRATEGIES



PLAY IT SAFE The problem with a conservative play on this hole is that there isn't much real estate to play the ball safely. The closest spot to a safe landing is the border where the fairway meets the right side of the green—but even from there you could face a long second pitch or putt to the tee. However, with this approach you'll keep most bunkers out of play.



BE AGGRESSIVE If you have an appetite for risk, you can aim squarely at the pin with a little extra loft to stick the landing. However from the tees (especially the longer ones), your aiming circle will be so wide that it will encompass all the surrounding bunkers. What complicates matters is if you hit the ball short, you'll hit the big bunker, and if you hit long, you'll hit water.

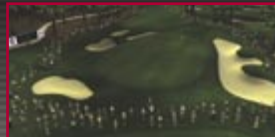


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

117

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TIGER WOODS
PGA TOUR 07

PEBBLE BEACH GOLF LINKS / 18th HOLE

PAR 5 • YARDS / 509 (WHITE), 532 (BLUE), 543 (BLACK) • 3 HANDICAP

OVERVIEW

The 18th hole is the amazing finale to this course, which features a spectacular first shot that sails over the ocean cliffs to the left. Watch out for the tree and two bunkers that protect the right side of the green.



THE GREEN The green boasts a nasty slope toward the ocean. Over-aggressive downhill putts will collect in the bunkers along the bottom edge.

HAZARD ZONES

1 TEE SHOT JITTERS Your first shot must carry over the water—the distance over water depends on how aggressive you want to be off the tee. A signature part of this course are the lone trees that sit on the fairway: They're more of a decoration than a hazard.

2 THIN LEFT BUNKER If you get aggressive on your second shot to reach the green in two, you'll have to fly over this bunker—as well as some water—to reach the pin. This is an extremely high-risk play with absolutely no margin for error.

3 TREE AND RIGHT BUNKERS You might think that aiming for the right side of the green can still get you there in two shots—think again. The tree and bunkers to the right of the green are designed to stop balls before they reach the putting surface.

HOLE STRATEGIES



PLAY IT SAFE Aim for the right center of the fairway off your tee shot, and leave yourself enough room between the coast and your aiming circle in case you fall just short of the target. There'll be no safe way to reach the pin in two shots, so lay up your second shot to the middle of the fairway just before the first right bunker. From here, pitch your way onto the center of the green.



BE AGGRESSIVE Aim for the center of the fairway with as much club and power boost as possible. This will get you a little closer to the green for your second shot, which you may need to carry over the water and thin bunker to the left. If a second flight over water is too scary for you, try hitting a low-loft shot through the fairway to try and bounce onto the green instead.



PINEHURST NO. 2

🇺🇸 PINEHURST, N.C. • YEAR OPENED / 1907 • PAR / 71 • DISTANCE / 7,305 yards • ARCHITECT / Donald Ross



COURSE HISTORY

Pinehurst is home to eight golf courses (numbered from one to eight), but the best and toughest of them all is Course No. 2. This world-class course in North Carolina has been the site of more championships than any other locale in the United States. Although this course officially debuted in 1907, its origins date back to 1900, when Scottish-born golf course designer Donald Ross first arrived at Pinehurst. In addition to designing Course No. 2, he also designed courses No. 3 and No. 4 as well as redesigned the original No. 1 course.

Pinehurst boasts more than 100 years of tradition, and the U.S. Department of the Interior designated the golf resort as a National Historic Landmark on its 100th anniversary in 1996.

COURSE OVERVIEW

Because of its brilliant design parameters—including its notable length, crowned greens and smartly positioned bunkers—Course No. 2 is one of those rare courses that demands nothing less than perfection from golfers. “Close enough” usually means “not good enough” because even slightly mishit balls roll and land in tough-to-recover spots. The course has no prominent water hazards.

For most golfers, the 5th hole is considered the toughest of the 18 because it features one of the toughest approach shots anywhere. Other challenging holes include the 10th (which is more than 600 yards long) and the 12th (which has one of the more treacherous greens on the course).

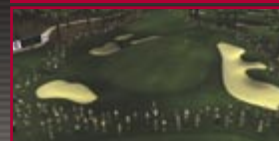


TIGER WOODS
PGA TOUR 07

GOLF BASICS



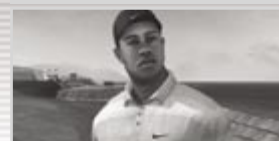
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- 👉 Easy (white)
- 👉 Medium (blue)
- 👉 Hard (black)

PIN LOCATIONS

- 👉 Easy (white)
- 👉 Medium (blue)
- 👉 Hard (black)
- 👉 Expert

119

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TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 1st HOLE

PAR 4 • YARDS / 375 (WHITE), 391 (BLUE), 405 (BLACK) • 11 HANDICAP

OVERVIEW

The 1st hole on this course begins with a fairly level and straight approach to the green. The left side of the fairway is more heavily guarded with two bunkers past the midway point, while two bunkers guard the front of the green.



THE GREEN The green is slightly bloated, meaning that putts will tend to roll toward the edges—especially along the front side.

HAZARD ZONES

1 FIRST LEFT BUNKER Depending on your starting tee, you might opt to shoot short of this bunker to reduce the size of your aiming circle. You'll still have enough club to reach the green from here.

2 SECOND LEFT BUNKER From the shorter tees, your landing point will usually be an area between the first bunker and this one. The fairway should be wide enough to land a shot here safely.

3 LEFT GREEN BUNKER Land your first shot on the fairway, and you'll have enough control on your approach to aim right of this hazard. However, the edge of the green slopes into this bunker (there's no rough cut around it), so be careful not to overpower a putt into this hazard.

HOLE STRATEGIES



PLAY IT SAFE Lay up short of the first or second bunker to the right—using wood instead of the driver will help reduce the size of your aiming circle. Your second shot can directly aim for the right side of the green to keep the left bunker out of play. However, be aware that balls that land off-center will likely roll off the green. Use loft to try and stick the landing.



BE AGGRESSIVE The aggressive strategy mirrors the safe one, since getting distance off the tee on this hole is not crucial to reaching the green in two. If you want to be a bit more aggressive on your approach, aim closer to the center of the green to reduce the chance of the ball rolling off the edge: Add loft to your shot to help make the landing stick.

Did you know?

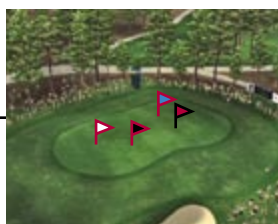
The first miniature golf course in the United States was built at Pinehurst in 1916 or 1917. It was appropriately named "The Lilliputian Golf Course."

PINEHURST NO. 2 / 2nd HOLE

PAR 4 • YARDS / 410 (WHITE), 437 (BLUE), 472 (BLACK) • 3 HANDICAP

OVERVIEW

The 2nd hole features a slight dogleg right with a downhill approach to a challenging green. The left side of the fairway is fortified with a line of sand traps as you move up the fairway; a bunker near the right-front edge protects the green.



THE GREEN The green is bulged in the middle, which makes putts roll off the edges. Two small bumps complicate the front-left and middle-right sections of the surface.

HAZARD ZONES

1 FOUR FAIRWAY BUNKERS These sand traps will catch anything that veers left, but the fairway is large enough to easily shoot up the middle of the fairway without too much trouble. However, don't try to shade your aiming circle too far away from them: You'll need a left-of-center landing to set up the best approach to the green.

2 TWO MORE LEFT BUNKERS These bunkers are easily avoidable as long as your first shot remains on the fairway. Chances are that you'll sail past these hazards as you aim for the back of the green.

3 RIGHT BUNKER This is the only bunker that really protects the green, but there's enough space between the putting surface and this hazard to easily shoot over it.

HOLE STRATEGIES



PLAY IT SAFE Shoot down the center of the fairway while keeping the edges of your aiming circle away from the left bunkers—using a wood club may help. If you land in rough, you'll have to lay up short of the right bunker guarding the green. However, if you land on the fairway, there'll be room to target the pin directly. Don't leave the approach short: You must safely clear the right bunker.



BE AGGRESSIVE Use the driver to shoot just past the fourth bunker on the left, then use forward roll to guide the shot toward the left-center side of the green. This will set up a shorter approach shot. With plenty of space around the green, it'll be easy to target the pin directly. Use a high-loft shot and back-spin to stick the landing; anything that lands along the edges may roll off the green.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

121

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TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 3rd HOLE

PAR 4 • YARDS / 317 (WHITE), 327 (BLUE), 339 (BLACK) • 13 HANDICAP

OVERVIEW

The 3rd hole has a rather narrow fairway that gets pinched tightly three-fourths of the way up by a thin bunker on the right side. Two bunkers sit along the left edge of the fairway near the halfway point; three more sand traps protect the green.



THE GREEN This is a large green that slopes from back to front. However, like most greens at Pinehurst, the edges roll downhill rather quickly.

HAZARD ZONES

- 1 TWO LEFT BUNKERS** These bunkers will catch anything that lands left of the fairway. However, since they don't cut into the fairway itself, they are lowest on the totem pole in terms of risk.
- 2 RIGHT FAIRWAY BUNKER** This is the hazard that you must land short of from the tee, no matter what. If this means that you have to go to a smaller club, that's fine—the smaller aiming circle will help with accuracy.
- 3 GREEN BUNKERS** Even if you have the power to reach the green in one, you won't have the accuracy—and the large, deep bunkers that surround the green make such a tactic unhealthy, to say the least. Lay up short of the right fairway bunker, and an easy pitch will keep these hazards out of play.

HOLE STRATEGIES



PLAY IT SAFE Play down the fairway just right of center and land short of the right fairway bunker. You may need to use a smaller club to lay up. If you're worried about wind drifting the ball toward the bunkers, a low-loft shot down the fairway is a viable option. Even if you land short of the left bunkers, you'll still have enough club to aim for the center of the green for your approach.



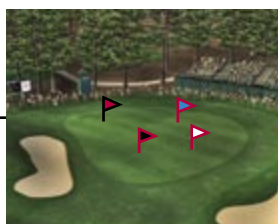
BE AGGRESSIVE There's no reason to get aggressive on the drive because of the right bunker that pinches the fairway and the additional bunkers that lie beyond. Getting aggressive on the approach is also not recommended because the edges of the green (especially the back edge) will roll balls off the putting surface—that's why aiming for the center of the green is the best call.

PINEHURST NO. 2 / 4th HOLE

PAR 5 • YARDS / 482 (WHITE), 503 (BLUE), 568 (BLACK) • 5 HANDICAP

OVERVIEW

Starting from an elevated tee, players shoot onto an uphill-sloping fairway guarded by a sand trap on the left side. The approach shot is made difficult by more bunkers: two on the fairway and two close to the green.



THE GREEN The green runs downhill from back to front; for the most part, the horizontal breaks run from right to left.

HAZARD ZONES

1 FIRST LEFT BUNKER Negotiating this hazard will depend on how you want to approach this hole. If you want to make the green in two, you'll have to shoot to the right of it or past it—shade your aiming circle a little to the right so it touches as little of the hazard as possible without veering too much into the rough on the right side. If you know you'll need three shots to reach the green, lay up just short of it with a wood club.

2 FOUR CORNERS The four sand traps that frame the green also create strategic options: The safest play is to lay up short of the first two bunkers here. The less-safe but not too risky play is to bounce the approach past the two bunkers but short of the green. The most aggressive play is to aim for the back edge of the green—you'll need an awesome tee shot to pull off the last option.

HOLE STRATEGIES



PLAY IT SAFE Lay up short of the first fairway bunker. This will set up an approach shot that you should land short of the next two bunkers. Try and use forward spin upon landing to get the ball closer to the green. Pitch your third shot directly at the pin but safely away from the edges of the green.



BE AGGRESSIVE This hole offers a legitimate birdie opportunity, especially if you can reach the back-center area of the green in two. The first shot will have to shoot past the first left bunker by a good amount. If you catch rough or don't get enough distance to target the back of the green with your next shot, you'll have to play it safe instead.

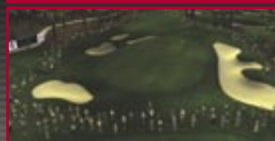


TIGER WOODS
PGA TOUR

GOLF BASICS



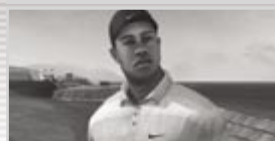
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

123

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TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 5th HOLE

PAR 4 • YARDS / 431 (WHITE), 442 (BLUE), 476 (BLACK) • 1 HANDICAP

OVERVIEW

Some consider the 5th hole the toughest on the course. The fairway is thankfully bunker-free, but the distance on the approach, combined with the four bunkers that protect the end of the fairway, make for an extremely challenging second shot.



THE GREEN The green runs downhill from back to front, and the right side is raised as well. As a result, the break is strong from right to left for much of the putting surface.

HAZARD ZONES

1 SLOPED FAIRWAY Although the first half of the fairway is bunker-free, it does slope downhill to the left rather noticeably. Balls will tend to roll left upon landing, so you might want to aim your tee shot just right of center to compensate for the slope.

2 LEFT GREEN BUNKERS An approach shot along the left side is dangerous because it not only has to travel over a long stretch of rough that bends the fairway, but it must also contend with the steep slope that will tend to roll balls into the bunkers and rough. Aim for the right-back side of the green instead.

3 RIGHT BUNKERS The right-side sand traps at the end of the fairway are large, but since they don't cut into the path of the approach shot, they're less dangerous than the ones on the left. Aim for the right-back side of the green; a solid approach shot should bypass these hazards cleanly.

HOLE STRATEGIES



PLAY IT SAFE Use power boost to drive your tee shot as far down the fairway as possible. Shade your aiming point just a little right of center to compensate for the downhill slope once the ball lands. A good tee shot will give you more than enough club to aim for the back-right side of the green—it's definitely better to miss right than miss left on this hole.



BE AGGRESSIVE The aggressive approach is identical to the safe approach; however, if you're really interested in gambling, you can aim closer to the center of the green rather than the back-right side to set up a shorter putt. However, you must use loft and backspin to kill any roll upon landing—and a shot that misses left will likely roll into a bunker.

PINEHURST NO. 2 / 6th HOLE

PAR 3 • YARDS / 179 (WHITE), 194 (BLUE), 224 (BLACK) • 15 HANDICAP

OVERVIEW

The 6th hole plays uphill (and usually into the prevailing wind) to a short fairway and a green with large bunkers along its left and right edges. Another small bunker comes into play if you fall short and right of the green.



THE GREEN The green has a slope downhill along the front edge as well as the back-left side. The back-center of the green is raised; forcing putts toward the edges.

HAZARD ZONES

- 1 FRONT SLOPE OF GREEN** Any shot that lands short of the green will need extra power to bounce uphill to catch the edge—so if you're playing it safe with your tee shot, use extra power boost to get it up the hill.
- 2 SURROUNDING BUNKERS** Out of all the bunkers on this hole, the left one is probably the deepest to shoot out of—so if you're going aggressive on this hole, it may be better to miss right than left. The small right-front bunker will catch anything that falls right and short of the green.
- 3 BACK-SIDE RIDGE** Another hidden hazard on this hole is a downhill slope into the rough on the back-left side of the green. Any shot that overshoots the green will likely end up here.

HOLE STRATEGIES



PLAY IT SAFE Your strategy will depend in large part on your starting tee. From the black tees, your aiming circle will likely be too large to target the center of the green. Instead, use an iron with power boost to land on the front of the green—directly in between the two hazards. Use forward roll to catch the front of the green, which will set up a very long uphill birdie putt.



BE AGGRESSIVE From the shorter tees, it should be easier to aim an iron onto the center of the green without having the aiming circle touch too much of the hazard areas. If you must clip a hazard, aim right and long to avoid the hazards on the left side. If your aiming circle is uncomfortably big, go with the safe approach.

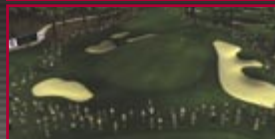


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

125

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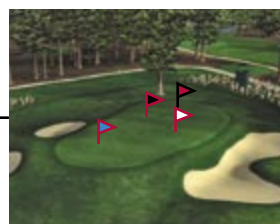


PINEHURST NO. 2 / 7th HOLE

PAR 4 • YARDS / 377 (WHITE), 387 (BLUE), 407 (BLACK) • 9 HANDICAP

OVERVIEW

The 7th hole is a sharp bend right that invites players to cut the dogleg at their own peril. The left side of the fairway is bunker-free, while the right side is dominated by thick rough and five sand traps that protect the bend.



THE GREEN The fairly small green runs downhill from back to front, and the overall break runs from right to left.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKER** If you're not planning to cut the dogleg (as well you shouldn't), use this bunker as an aiming point for your tee shot. You want your ball to land just short and right of it along the fattest part of the fairway before it narrows and bends.
- 2 BUNKER OVERKILL** Nothing says "don't cut the dogleg" better than five large bunkers that protect an extremely narrow fairway bend. You can still easily reach the green without cutting the dogleg.
- 3 GREEN BUNKERS** Three bunkers protect the green: two small ones to the left and one larger one to the right. A solid approach shot aimed at the back of the green should keep these hazards safely away.

HOLE STRATEGIES



PLAY IT SAFE Land at the end of the wide part of the fairway just before it narrows and bends. Aim squarely for the center of the fairway—don't try to shade the aiming point right in the hopes of cutting the dogleg in any way. Your second shot will be directly toward the back of the green, with a little extra loft and backspin to stick the landing.



BE AGGRESSIVE Stick to the safe approach; however, for the approach shot, you can opt to aim closer to the middle or front of the green for pin locations in those areas. However, since this puts the hazards a little closer to the aiming circle (especially the left bunkers), you must hit the approach cleanly to avoid landing in a hazard or falling short.

PINEHURST NO. 2 / 8th HOLE

PAR 4 • YARDS / 457 (WHITE), 487 (BLUE), 467 (BLACK) • 7 HANDICAP

OVERVIEW

The 8th hole is sometimes played as a par 5—but the big hitters on the PGA TOUR get no such break, making this hole much more difficult. A right fairway bunker complicates the drive, while two more bunkers guard the approach.



THE GREEN The green is once again slightly elevated with edges that roll downhill fairly quickly. The front-right side breaks especially hard toward the edge.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKERS The tee shot is complicated by not only these sand traps, but also the section of rough that cuts into the fairway just before the bunkers. Depending on your starting tee, you may need to shoot over this short patch of rough, so use extra power boost.

2 FAIRWAY DIP Look for the fairway to slope from right to left past the bunkers. Although it isn't a hazard per se (chances are that you'll shoot over it on the approach), you may need to take it into account if you land in rough on your first shot.

3 GREEN BUNKERS There's enough fairway around the green to keep the bunkers away from your aiming circle on your second or third shot. Although you might be tempted to nudge your aiming point away from the right bunker, the left side of the green drops downhill fairly steeply—so be careful.

HOLE STRATEGIES



PLAY IT SAFE On the tee shot, play the left-center side of the fairway to steer clear of the bunkers to the right. Use driver to get as far down the fairway as possible. If you land in rough or want to be ultra-conservative, lay up short of the green on your second shot—otherwise, swing hard for the center of the green on your approach.



BE AGGRESSIVE The aggressive strategy mimics the safe strategy for the most part—but to pull it off, you must get as much distance from your driver as possible. Since the front of the green is wide open, it is possible to try and bounce a shot onto the green as well. Don't use too much power on the approach, or it could roll off the back side of the green.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

127

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TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 9th HOLE

PAR 3 • YARDS / 151 (WHITE), 165 (BLUE), 190 (BLACK) • 17 HANDICAP

OVERVIEW

The 9th serves as the “relaxing” intermission between the tough 8th and 10th holes—assuming that you land on the relatively large green cleanly. If you hook left or hit too hard over the green, a group of tough bunkers will make you pay dearly.



THE GREEN The green is highest along the left-front side, then slopes downhill across the middle and toward the front and right sides.

HAZARD ZONES

1 LEFT BUNKERS The most dangerous hazards on this hole are the first two to the left. The smaller bunker is tough because you have to carry over the larger bunker to reach the green; the larger bunker is tough because of the steep uphill grade that you may have to clear. As a result, it's better to miss long or right than to miss short and left.

2 BACK SIDE BLUES In addition to the two small and relatively shallow bunkers, there's a sharp drop-off into the rough from the back left edge. Anything that lands here will roll off the green.

3 RIGHT BUNKER If you get caught in this bunker, your recovery shot onto the green will have to play uphill, so make sure to use extra club and power boost to compensate.

HOLE STRATEGIES



PLAY IT SAFE Playing it safe on this hole is a bit difficult because of the odd shape of the green. Since it's shallow, it'll be difficult to get an aiming circle that avoids any hazards—even from the smaller tees. Laying up short onto the small patch of fairway fronting the green is an option if you're uncomfortable with the size of your aiming circle.



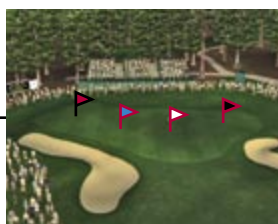
BE AGGRESSIVE Aim between the back-center and back-right areas of the green, and accept the possibility that your shot, if long, will land in the rear bunkers—since they're close to the green at a higher elevation, they'll be relatively easier to play out of. If you're going aggressive, do not miss left or short: Avoid the large left bunker at all costs.

PINEHURST NO. 2 / 10th HOLE

PAR 5 • YARDS / 469 (WHITE), 569 (BLUE), 611 (BLACK) • 2 HANDICAP

OVERVIEW

The 10th hole starts off the back nine with a grueling trek that can stretch to more than 600 yards from the championship tee. After a lone bunker to the right off the drive, the second (or third) shot must negotiate two left-side bunkers plus two bordering the green.



THE GREEN The wide green is generally flat along the back but slopes downhill toward the front. Like most greens on this course, the edges roll off rapidly downhill.

HAZARD ZONES

1 FIRST RIGHT BUNKER This small bunker doesn't invade the fairway enough to cause any major concern off the tee, so as long as you don't shank your first shot, you can easily roll the ball past this hazard.

2 FAIRWAY BUNKERS The true test on this hole comes on the second shot, as four bunkers—two left and two right—constrict the fairway. If there's no way to get to the green in two, you're best served by laying up short of the bunkers.

3 GREEN BUNKERS By laying up on the approach, you'll have a fairly small aiming circle that will let you freely target the pin on the wide green. However, if you're trying to reach the green in two, these bunkers will come into play—aim for the back side of the green to steer clear of these hazards.

HOLE STRATEGIES



PLAY IT SAFE Blast your first shot to the left or past the first fairway bunker. The fairway should be wide enough to use driver, but if you plan to reach the green in three, you can opt for a wood club for greater aiming precision. Lay up on the second shot short of the bunkers—don't try to land on the narrow part of the green. You'll be set up now for an easy high-loft shot at the pin.



BE AGGRESSIVE Reaching the green in two is probably only possible from the white tees—and even then, the second shot will have to clear a bunker-filled zone in front of the green. Since you have five strokes to work with, there's no need to get greedy unless you really want to gamble. Aim for the back-center of the green on your approach shot to make sure you clear all the hazards safely.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

129

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TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 11th HOLE

PAR 4 • YARDS / 368 (WHITE), 434 (BLUE), 478 (BLACK) • 8 HANDICAP

OVERVIEW

The tee shot at the 11th hole carries over a long stretch of rough before it reaches the fairway, which is guarded along the left side by a large sand trap. Pin placement will dictate how you attack the green, which is protected by five bunkers.



THE GREEN The green slopes downhill along the edges. The back side is flat, but the front side slopes downhill and to the right.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER This bunker isn't too much of a threat, but the rough surrounding it is expansive. Because of the slightly narrow fairway, consider going with a 3 wood—especially from the shorter tees—to reduce the size of the aiming circle. From the black tees, you might want to stick with the driver.

2 RIGHT HEAVY ROUGH If you have to miss the fairway, it's better to miss left than right. The entire right edge is extreme rough dirt and sand—and if you have to shoot from here, the bunkers guarding the green become a real threat. It may be best to lay up short of the bunkers if shooting from here.

3 GREEN BUNKERS Two sand traps left and one right hug the edges of the green. Aim for the direct center of the large green, and these hazards shouldn't be an issue.

HOLE STRATEGIES



PLAY IT SAFE Hit a driver or wood past the left fairway bunker—choose a club that comfortably fits onto the relatively narrow fairway. The approach shot should land directly on the center of the green—avoid touching the edges of the green close to the bunker, since they slope downhill into the hazards.



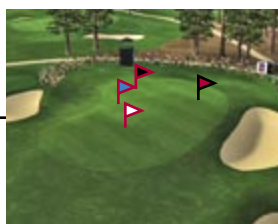
BE AGGRESSIVE Stick to driver on the tee shot and stick the ball squarely onto the fairway. If you catch rough on the right, you may be forced to lay up, but if you catch rough on the left, you may still be able to reach the green by blasting and bouncing onto the front edge. If you land on the fairway, an easy approach to the center of the green awaits (shade your aim slightly closer to the pin).

PINEHURST NO. 2 / 12th HOLE

PAR 4 • YARDS / 351 (WHITE), 368 (BLUE), 451 (BLACK) • 10 HANDICAP

OVERVIEW

The fairway is protected by a lone bunker to the left and two bunkers on the right. The right side is also protected by a long stretch of deep rough. The green is tough to land on, and the approach is guarded by two bunkers to the left and four to the right.



THE GREEN The green is fairly level at the back but slopes downhill toward the front. The right side breaks toward the edges, while the left side has a major dip toward the left bunker.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKERS** It should be fairly easy to shoot past these hazards; they're not much to worry about.
- 2 RIGHT-SIDE DANGER** Laying up short of the two bunkers to the right may be a good idea, not only because of the sand traps, but also because of the wide expanse of sandy rough that sits behind and to the right of the bunkers. Even if you lay up, you'll have a decent approach to the green.
- 3 GREEN BUNKERS** Six bunkers protect the green—two left and four to the right—which are pretty easy to avoid as long as you don't hit the rough to the right (which usually results from an overaggressive tee shot). Aim for the back-left side of the green on the approach to reduce the risk of these hazards.

HOLE STRATEGIES



PLAY IT SAFE Lay up just short of the right-side bunkers, centering your aiming circle in the middle of the widest part of the fairway—it'll be easy to avoid the rough with this method. This will set up a long but not-too-difficult mid-iron approach shot that you should aim at the back-center of the green. Use a little extra loft and spin control to reduce roll upon landing.



BE AGGRESSIVE If you want to shoot past the right-side bunkers into the narrower part of the fairway, do so at your own peril—the bunkers and rough to the right combined with the extra sandy rough nearby are a severe penalty for missing the fairway. However, the reward for this high-risk play is a shorter approach shot that will give you a better shot at aiming directly at the pin.

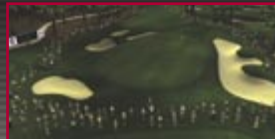


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

131

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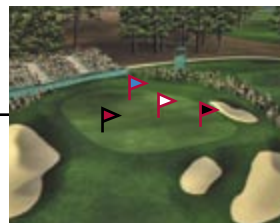
TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 13th HOLE

PAR 4 • YARDS / 356 (WHITE), 365 (BLUE), 380 (BLACK) • 14 HANDICAP

OVERVIEW

The 13th hole is a short par 4 with bunkers to the right of a fairly wide fairway. This leads to an elevated green that has sand traps guarding its left and right front edges. A final bunker sits along the back-right edge of the green.



THE GREEN The green slopes downhill from the left-back edge toward the edges and front side of the green. The breaks vary from point to point.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKERS From the shorter tees, you should be able to shoot to the left of or past these hazards fairly easily. Shade your shot a little left to ensure that you don't catch the rough or large bunker along the right edge.

2 LEFT GREEN BUNKERS The two bunkers on the left will catch any approach shot that falls short and veers left. The drop-off from the green is especially sharp, so use extra loft to blast out of these hazards.

3 RIGHT GREEN BUNKERS The three bunkers on the right will catch any approach shot that veers right. The front two bunkers have an especially sharp drop-off from the green, so use extra loft if you have to blast out of these hazards.

HOLE STRATEGIES



PLAY IT SAFE Play your approach shot to the left of the fairway bunkers—even if you catch the edge of the rough (90% lie) to the left, you can still land on the green by using a little extra club to compensate for the lie. Aim for the back of the green just slightly right of center, and use extra loft and backspin to keep the ball on the green.



BE AGGRESSIVE Try to blast the driver past the right-side bunkers. This will be easier to do from the shorter tees. Land safely on the fairway to set up a shorter approach shot, which will allow you to use a smaller club to target the green. Get as close to the pin as possible without your aiming circle touching the edge of the green.

PINEHURST NO. 2 / 14th HOLE

PAR 4 • YARDS / 400 (WHITE), 417 (BLUE), 471 (BLACK) • 4 HANDICAP

OVERVIEW

The 14th hole makes up for the shortness of the 13th with a fairway that features two bunkers sandwiching a long stretch of rough along the left side past the halfway point. The fairway narrows at the end thanks to large bunkers on either side.



THE GREEN The green runs downhill from front to back. The front side has a break from left to right; the breaks on the back side are less consistent.

HAZARD ZONES

1 RIGHT TREE A tree that sits just to the right of the start of the fairway may come into play if you shank the ball hard to the right. The solution: Don't shank the ball right.

2 FIRST FOUR BUNKERS The three bunkers to the right of the fairway aren't too much to worry about. However, the one to the left is a big deal because it narrows the fairway a bit. The safest play is to lay up short of this hazard and take advantage of the wider fairway.

3 GREEN BUNKERS The two closest bunkers to the green protect the left and right edges of the putting surface. The left one is a bit farther from the green but is relatively shallower than the smaller right one. In either case, it shouldn't be too hard to blast out of either one to reach the green.

HOLE STRATEGIES



PLAY IT SAFE Lay up your tee shot short of the first left bunker, and use forward roll if possible to push the ball toward the narrower portion of the fairway. This will set up a mid-iron approach shot, which you should aim toward the back-left side of the green. This will give you enough room for error to avoid the hazards around the green.



BE AGGRESSIVE The aggressive play works best from the shorter tees, and it's to shoot for the slightly narrower fairway area between the first and second left-side bunkers. Even if you catch rough, you should be able to use extra club to reach the green in two. If your approach is from the rough, use extra club and aim for the back-left side of the green; otherwise, aim directly at the pin.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

133

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TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 15th HOLE

PAR 3 • YARDS / 169 (WHITE), 183 (BLUE), 206 (BLACK) • 16 HANDICAP

OVERVIEW

The 15th hole features a downhill approach to a severely crowned green. The large bunker guarding the left-front side of the green isn't as worrisome as the two that sit along the right side. Birdies will be tough to collect on this hole.



THE GREEN It's mainly flat along the middle before sloping sharply along the edges—especially along the front. Putts will tend to break toward the edges.

HAZARD ZONES

- 1 LEFT BUNKER** This bunker is set far enough away from the green that it shouldn't pose too much risk.
- 2 RIGHT SIDE BUNKERS** The bunkers to the right are of greater concern, so especially from the farther tees, aim for the back-left side of the green. Despite the elevation drop from the back of the green, it'll be easier to control a shot from the rough than from these sand traps.
- 3 FRONT-OF-GREEN SLOPE** This isn't a hazard, but any shot that hits the front of the green is likely to roll backwards toward the fairway—still, a chip shot from the front is much better than a hazard shot from the back or right.

HOLE STRATEGIES



PLAY IT SAFE The ultra-conservative play is to aim for the front of the green to set up a chip shot toward the pin, but the bunkers to the left and right may make this shot harder than it may appear. The better course of action is to aim for the back or back left side of the green, using high loft and backspin to prevent the ball from rolling past the landing point.



BE AGGRESSIVE From the shorter tees, it should be easier to get a smaller aiming circle that can get closer to the pin. From the longer tees, you might be better off sticking to the safe approach. Make sure to use spin control as needed to push the ball as close to the pin as possible.

PINEHURST NO. 2 / 16th HOLE

PAR 5 • YARDS / 469 (WHITE), 516 (BLUE), 525 (BLACK) • 12 HANDICAP

OVERVIEW

The dogleg left 16th hole features the course's lone water hazard: a pond that sits in front of the fairway. Obviously, the farther back your tee placement, the more this water hazard will come into play.



THE GREEN The green slopes downhill from back to front. The horizontal breaks tend to run from the center toward the edges.

HAZARD ZONES

1 WATER AND SAND The small pond and first left bunker at the front of the fairway will only really come into play from the black tees: You must get as much power and distance as possible on your shot to clear the water. However, you definitely want to use left spin upon landing because your shot will roll toward the first bunkers to the right.

2 FIRST RIGHT BUNKERS These bunkers will only come into play from the black tees; from the shorter tees, you should be able to shoot to the left of or over them fairly easily.

3 APPROACH BUNKERS The fairway bends considerably because of the first two (out of seven total) bunkers protecting the real estate around the green. Playing a long second shot into this bunker-filled zone is a bit dangerous; the safest play is to lay up short of these bunkers to set up an accurate approach onto the green.

HOLE STRATEGIES



PLAY IT SAFE Get as much distance as you can off the tee shot, aiming either just left or right of center depending on which bunkers (left or right) pose the greater threat—the wind will factor into this decision. Lay up on your second shot short of the next left bunker near the end of the fairway—aim a little right of center to roll the ball forward. An easy approach shot awaits.



BE AGGRESSIVE Getting to the green in two is not a good idea given the bunkers that surround the putting surface—since this is a par 5 hole, using three shots to get on the green is usually the best tactic. However, from the white tees, you might be able to reach the green in two. Here's the rule of thumb for the approach: If your aiming circle can't fit on the green safely, lay up.

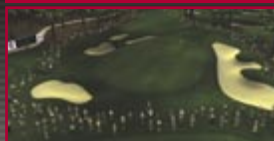


TIGER WOODS
PGA TOUR

GOLF BASICS



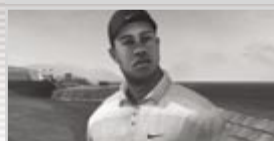
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

135

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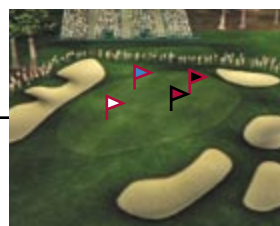
TIGER WOODS
PGA TOUR 07

PINEHURST NO. 2 / 17th HOLE

PAR 3 • YARDS / 155 (WHITE), 165 (BLUE), 190 (BLACK) • 18 HANDICAP

OVERVIEW

The 17th hole plays downhill to a green guarded by a large bunker to the left and three more to the right. A long bunker sits on the back right corner. A relatively small patch of fairway sits in front of the green.



THE GREEN The green is raised highest along the back right edge, then it slopes downhill toward the edges as well as toward the front right edge.

HAZARD ZONES

1 FRONT BUNKER Given the extreme depth of this sand trap that fronts the green, it's much better to miss long than short. Avoid this hazard at all costs.

2 DECEPTIVE ROUGH Don't let the pretty grass fool you: There is no fairway cut in front of the bunkers—it's all rough. Landing short of the bunkers is not a good idea. However, there is a little fairway strip along the left-front edge of the green—but trying to land here will be tougher than just landing on the green itself.

3 RIGHT-BACK BUNKER If you were forced to play out of a bunker, this is the one to choose. Although it plays downhill once you land on the green, it is the shallowest of the sand traps—especially from the back edge. The moral of the story: If you miss the green here, miss long.

HOLE STRATEGIES



PLAY IT SAFE There really is no lay-up strategy on this hole, so even from the black tees, your only choice is to aim for the green. If your aiming circle is too big for the green, keep the circle away from the front and left edges, and aim for the back center of the green—if you hit the ball too long, it'll catch the rough or the bunker. It'll be relatively easy to target the pin from either location.



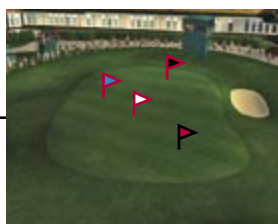
BE AGGRESSIVE The closer your starting tee, the smaller your aiming circle—this will give you a better shot of aiming closer toward the pin. Still, given the deep bunker to the front, shade your aiming point toward the back center of the green if possible. If you land short, you'll have a little extra green to land on.

PINEHURST NO. 2 / 18th HOLE

PAR 4 • YARDS / 382 (WHITE), 417 (BLUE), 445 (BLACK) • 6 HANDICAP

OVERVIEW

The 18th hole climbs uphill back to the clubhouse and plays as a subtle dogleg right. A large sand trap sits at the bend of the fairway. The end of the fairway is protected by a bunker to the left and two to the right.



THE GREEN The large green runs downhill from back to front. The bunker to the right creates a small bump and dip at the along the right edge of the green.

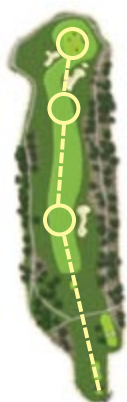
HAZARD ZONES

1 RIGHT FAIRWAY BUNKER This deep sand trap is best avoided by aiming left of it (the strategy from the black tees), or shooting over it and landing on the left side of the fairway (the strategy from the shorter tees).

2 END OF FAIRWAY BUNKERS Since the fairway narrows and turns considerably right before the green, you might want to play it safe and aim short of the green on your second shot if you're faced with a long wood or iron shot for the approach (which is usually the case from the black tees). However, with a good first shot from the shorter tees, you should be able to aim for the back side of the green (nudged just left of center) to clear these bunkers comfortably.

3 RIGHT-EDGE BUNKER This bunker may look nasty to play out of, but all things considered, it's better to shoot out of this small sand trap than the larger ones at the end of the fairway.

HOLE STRATEGIES



PLAY IT SAFE Aim your first shot to the left of the first fairway bunker. If you're starting from the black tees, your safest second shot is to land short of the bunkers at the end of the fairway. Even if you can hit wood onto the back of the green, your shot may have to bounce over the sand traps to get there—it's too risky to try. Laying up will set up a nice pitch directly at the pin.



BE AGGRESSIVE Aim your first shot over and to the left of the first fairway bunker—this will be much easier to accomplish from the white or even blue tees than from the black tees. The green should be large enough to aim directly at the pin, but if your aiming circle clips the edges of any bunkers, push the circle left and back as needed to keep the circle firmly over the short-cut grass.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

137

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COURSE STRATEGY

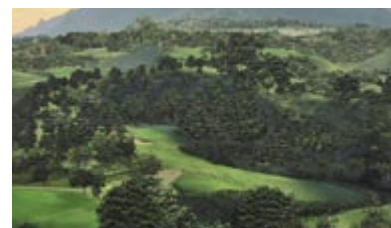
Did you know?

The Prince Course's designer, Robert Trent Jones, Jr., designed the first-ever 18-hole golf course in Moscow, Russia.



THE PRINCE COURSE

🇺🇸 PRINCEVILLE, HI • YEAR OPENED / 1991 • PAR / 72 • DISTANCE / 7,309 yards • ARCHITECT / Robert Trent Jones, Jr.



COURSE HISTORY

The Prince Course pays tribute to Prince Albert, the only son of Hawai'i's former King Kamehameha IV and Queen Emma. The course is generally regarded as the state's finest golf course—primarily because of its scenic views of the Hanalei Bay and the island mountains of Kaua'i. Princeville is home to The Prince Course as well as a 27-hole Makai Course, which is actually a combination of three 9-hole courses.

The design of the Prince Course is a bit unique because of its limited use of bunkers on many holes. In fact, a few holes do not use bunkers as hazards at all—the 1st, 11th and 12th holes. Instead, the natural terrain supplies most of the challenge.

COURSE OVERVIEW

The Prince Course is a beautiful design that employs plenty of elevation changes, deep bunkers and thick rough to challenge golfers. Many holes offer shots over ravines and water features, which can prove daunting for mishit balls. For those with the power (and courage) to hit over trees and bushes, there are plenty of "shortcuts" available to trim your score.

Because there are so many scenic holes, it's difficult to pick just one as a signature hole. The par 4 13th hole is strong candidate with its unique waterfall-and-stream water feature. In terms of pure challenge, the 8th is considered the toughest on the front nine because of its length and elevation. The 18th is the toughest on the back nine.

THE PRINCE COURSE / 1st HOLE

PAR 4 • YARDS / 408 (WHITE), 425 (BLUE), 448 (BLACK) • 6 HANDICAP

OVERVIEW

The 1st hole features an elevated tee shot onto a fairway that is essentially a hard dogleg left to the green. No bunkers will be found here, and aggressive players have a chance to get to the green in only two shots.



THE GREEN The oval-shaped green slopes downward toward the stream with only slight breaks along that slope.

HAZARD ZONES

1 TREES OF TROUBLE Aggressive golfers like to loft their second shots over these trees and onto the green. This is an incredibly dangerous play because if you hit it short (or even worse, hit a tree), the ball will fall out of bounds. A good rule of thumb is to perform a fly-by to the target: If you fly into a tree during the fly-by, chances are your ball will too. However, if you can manage to land your driver shot so that you're set up to the right of these tall trees, you stand a great shot of making it to the green in two.

2 STREAM OF TEARS Just because you clear the trees doesn't mean you're out of danger yet; this stream protects the front left of the green. A conservative approach to the right of the green keeps this hazard out of play.

HOLE STRATEGIES



PLAY IT SAFE Avoid the trees altogether and play the center of the fairway, using three shots to reach the green. Your second shot should aim for the end of the fairway so that the stream is safely out of play. Take a pitch or flop shot directly at the pin from this point to set up an easy par putt—but if you miss badly, expect to two-putt for a bogey.



BE AGGRESSIVE You can only be aggressive if your drive lands safely right of the tall trees that separate the fairway from the green. Even with a clear line of sight, you might want to use extra club as well as loft to make sure you don't fall short on your approach shot. Pull off this high-risk play and you'll be rewarded with a birdie opportunity.

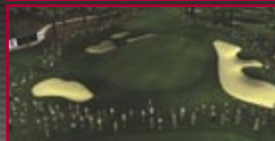


TIGER WOODS
PGA TOUR 07

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

Easy (white)

Medium (blue)

Hard (black)

PIN LOCATIONS

Easy (white)

Medium (blue)

Hard (black)

Expert

139

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 2nd HOLE

PAR 5 • YARDS / 557 (WHITE), 581 (BLUE), 597 (BLACK) • 14 HANDICAP

OVERVIEW

The 2nd hole features a stair-step fairway divided by a natural ravine. Two small bunkers can be found along the right side of the fairway; once over the ravine, five bunkers protect the approach to the green.



THE GREEN The relatively large green is guarded tightly by a bunker to the left and slopes downward from back to front.

HAZARD ZONES

- 1 LOOK OUT BELOW** From the white tees especially, it's possible to overplay a drive so that it carries into the ravine that separates the fairway. It's best to lay up on a first shot—but not too much—so that you have a comfortable second shot over the ravine. In addition, if you hit the rough to the left of the fairway, there'll be no way to clear the ravine safely.
- 2 UPHILL APPROACH** Expect to use a little extra club on your second shot to compensate for the roughly 50-foot climb to the pin. This will help keep the bunker guarding the left of the green out of play.
- 3 RING OF PAIN** These fairway bunkers can be safely avoided if you lay up on your drive and second shots.

HOLE STRATEGIES



PLAY IT SAFE Lay up on the driver shot—but not too much—so that you can safely land the ball in front of the ravine that separates the fairway. From there, lay up a second time to land just in front of the ring of bunkers. This sets up a long iron shot that you can slightly overplay to avoid the sand trap along the left-front of the green.



BE AGGRESSIVE It's possible to drive to the edge of the ravine, which can set up a long second shot aimed right in the middle of the ring of bunkers. If you can pull off that string of shots successfully, you'll be rewarded with a very easy iron or wedge onto the green for a birdie opportunity. However, if you land in the ravine—it'll spell disaster for your score.

THE PRINCE COURSE / 3rd HOLE

PAR 3 • YARDS / 156 (WHITE), 171 (BLUE), 177 (BLACK) • 18 HANDICAP

OVERVIEW

The slightly downhole 3rd hole features three bunkers that protect the left-front and right sides of the crowned oval-shaped green. This is generally considered the easiest hole on the course—unless you hit the drive short or right.



THE GREEN The green boasts a severe slope from back to front as well as an extremely strong break from left to right.

HAZARD ZONES

1 DIP DANGER There is an extreme penalty for falling short of the green: a large dip that collects balls into a rock-filled drainage. By aiming for the back of the green, you can avoid this area altogether.

2 LEFT BUNKER As far as bunkers go, this left bunker is relatively tamer than the larger ones to the right of the green—so if you have to miss the green, miss left rather than right.

3 RIGHT BUNKERS These bunkers are large, deep and tough to swing out of—especially if you're right next to the green. You'll need to deliver maximum loft and extra club to get out of these sand traps safely.

HOLE STRATEGIES



PLAY IT SAFE Regardless of pin placement, the safest aiming point is the back center of the green: If you shoot long, you'll get caught in the rough for a pitch shot, and if you shoot short, you'll (hopefully) catch the edge of the green. Both those scenarios are preferable to a bunker shot—or even worse, getting caught in the drainage area.



BE AGGRESSIVE You can opt to aim straight for the hole, but this isn't recommended because of the hazards surrounding the green. Instead, aim for the green as close to the pin as possible, but make sure the edges of your aiming circle do not touch the borders of any bunkers. You can opt for an aggressive putt—just make sure to dial back the power in case you miss.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

141

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 4th HOLE

PAR 5 • YARDS / 498 (WHITE), 527 (BLUE), 554 (BLACK) • 12 HANDICAP

OVERVIEW

The 4th hole is highlighted by a lake that borders the right edge of the fairway. Two bunkers guard the left side of the fairway while a third keeps players honest on the second (or third) approach shot. Two small bunkers sit left of the green.



THE GREEN The front edge of green hugs and slopes toward the lake, so attack it with extreme caution.

HAZARD ZONES

1 DRIVING DANGER You may want to stick to a smaller club and not use any power boost so that you can lay up on your drive. This will make sure you avoid rolling into the bunker to the left—or even worse, rolling into the water to the right.

2 BUNKER/LAKE SANDWICH You might just find your ball swimming if you get too aggressive on your second shot. The safe course of action is to give your ball room to roll by aiming at a point between the very back of the bunker on the left and the water to the right. That way, if your ball falls short, it will bounce on land rather than splash.

3 SLOPING GREEN Since the green slopes toward the lake, you want to aim for the left side of the green with a high-loft shot so that the ball sticks upon landing.

HOLE STRATEGIES



PLAY IT SAFE Lay up on the driver so that you're lined up for a safe second shot over as little water as possible. You can lay up again on your second shot to aim for the widest part of the fairway; this will keep the large bunker to the left out of play. If you execute these two shots well, you'll have an easy third shot far from any danger posed by the bunkers or water.



BE AGGRESSIVE You can try and power your shot so that it threads the needle between the bunkers and the water—this borders on foolhardy, but if you can pull it off, you'll be able to pull off a monster second shot that can get you tantalizingly close to the green. Play this second shot along the left side of the fairway to avoid the water.

THE PRINCE COURSE / 5th HOLE

PAR 4 • YARDS / 414 (WHITE), 445 (BLUE), 453 (BLACK) • 4 HANDICAP

OVERVIEW

The 5th hole is a long par four that features two bunkers on either side of the fairway to swallow up errant drives. Two additional oval bunkers guard the left-front and right sides of the rather narrow green.



THE GREEN The green is relatively flat with just an uphill slope along the right back edge and a downhill slope along the front edge.

HAZARD ZONES

1 SMALL BORDER BUNKERS Generally, these bunkers aren't much of a concern unless your driver's strong enough to even reach them. If you keep your aiming circle directly between them—adjusting for any wind, of course—a clean shot will keep you out of trouble.

2 RIGHT ROUGH The wildly undulating fairway generally slopes down from left to right, so if you have to miss the fairway, miss left. If you are unfortunate to roll or bounce to the right of the fairway, you'll need extra club to compensate for the elevation to the raised green.

3 APPROACH BUNKERS Neither the left or right bunker guarding the green is a picnic to blast out of. Your best bet is to aim for the left center of the green to avoid these bunkers.

HOLE STRATEGIES



PLAY IT SAFE Targer your shot so that it falls short of the two fairway bunkers (chances are that you won't have enough power to reach these bunkers even if you wanted to—especially if you're shooting from the blue or black tees). From here, your best bet is to aim for the back of the green to keep the bunkers out of play. This will set up a two-putt play to save par.



BE AGGRESSIVE Since you probably won't be able to get aggressive with your driver (especially from the blue and black tees), your high-risk, high reward play comes on your second shot, where you can aim directly at the pin—and hit it cleanly enough to avoid the bunkers guarding the green. A close approach to the pin will be the only way to secure a birdie.

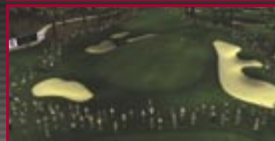


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

143

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 6th HOLE

PAR 4 • YARDS / 378 (WHITE), 404 (BLUE), 428 (BLACK) • 8 HANDICAP

OVERVIEW

The beautiful 6th hole boasts a narrow fairway with trees and rough to the left as well as two small bunkers that sit along the right-center area. A ring of six bunkers guard the relatively small circular green.



THE GREEN The green is fairly flat but is complicated by an uphill dip in the middle that separates the front and back.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKERS The fairway gets uncomfortably narrow once you reach these twin bunkers to the right. The best way to avoid them is to lay up short and aim for the wider portion of the fairway in front of these bunkers.

2 RING OF BUNKERS The ring of bunkers that protect the small green from errant second shots are best avoided by either aiming for the back center edge of the green or by aiming short toward the small strip of fairway in front of the hole.

3 GREEN BUMP Depending on pin placement, you definitely want to avoid putting over this small bump if at all possible—but it's far more desirable to hit the center of the green rather than shank a shot into the bunkers or spectators trying to avoid that bump.

HOLE STRATEGIES



PLAY IT SAFE Aim your driver so that it falls just short of the area where the fairway narrows and the bunkers crop up. This will result in a longer iron shot that will force you to aim for the center of the hole. It's better to play this second shot long or short rather than shank it left or right—a play from the fairway or rough will be easier than a play from the bunkers.



BE AGGRESSIVE Aim for the narrow center of the fairway between the rough and the bunkers, making sure you compensate for any wind. If you can land your drive in between, it'll set up a shorter shot to the green. Aim straight for the pin, but make sure your aiming circle stays clear of the bunkers to the left and right.

THE PRINCE COURSE / 7th HOLE

PAR 3 • YARDS / 153 (WHITE), 171 (BLUE), 205 (BLACK) • 10 HANDICAP

OVERVIEW

The 7th hole offers a high-risk/high-reward set-up. A natural ravine divides the green from the tees, while four bunkers guard the left and back edges of the green. A small fairway sits to the right of the ravine.



THE GREEN The green boasts a long downward slope from back to front; the green is also tilted from right to left.

HAZARD ZONES

1 ROUGH GOING The natural valley that separates the tees from the green can be nasty if you come up short on power—especially if the wind's blowing in your face. Consider using a longer club to ensure that you can carry the ball over the green safely.

2 REAR BUNKERS However, don't be too overaggressive with your swing because you might just wind up in the rough or the three bunkers that guard the back and right edges of the green. However, if you have a choice between going long into a bunker, or going short out of bounds, going long is the lesser of two evils.

3 LEFT BUNKER The left bunker shouldn't really come into play unless you really shank the ball hard to the left or if the wind carries it there.

HOLE STRATEGIES



PLAY IT SAFE The ultra-conservative play here is to keep the valley rough out of play by sending the ball to the fairway area to the right of the green. This allows for a shorter shot over the trees and a bunker-free second shot at the pin. However, by combining extra power while aiming for the back center of the green, you can clear the valley with a direct shot.



BE AGGRESSIVE The aggressive route here is to position your aiming circle right at the pin or along the front-center of the green. However, since you can accomplish much the same thing by aiming for the back center of the green instead, you're likely better off taking the latter approach—even if it results in a longer putt for birdie as a result.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

145

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 8th HOLE

PAR 4 • YARDS / 412 (WHITE), 450 (BLUE), 460 (BLACK) • 2 HANDICAP

OVERVIEW

The 8th hole is tough because of its distance. It plays like a dogleg left because of the three bunkers that sit inconveniently in the left-center of the fairway. A lone bunker guards the right-front edge of the green.



THE GREEN The raised green is sloped downward from back to front, and the front edges slope downward dramatically into the bunker and fairway.

HAZARD ZONES

1 LEFT BUNKERS The bunkers to the left of the fairway pose an interesting dilemma: If you play your drive too far right, the right bunker guarding the green stands directly in your way on your second shots, but if you play that drive too far left, you might wind up in the bunkers. The sensible compromise here is to just aim for the dead center of the fairway.

2 BUNKER BY THE GREEN The lone bunker guarding the green will either be nothing to worry about or a big nuisance depending on pin placement. Fortunately, there's a patch of fairway to the left of the bunker, so by aiming for the left side of the green, you have more room for error. The bunker itself isn't too tough to get out of unless you bury the ball deep.

HOLE STRATEGIES



PLAY IT SAFE Aim for the widest part of the fairway between the second and third fairway bunkers to the left. Although this creates a longer second shot, you can opt to lay up short of the right bunker or aim directly for the left edge of the green. Even if you wind up short or miss the green to the left, you'll still have an easy pitch or chip onto the green to save par.



BE AGGRESSIVE Aim your first shot at the thinner part of the fairway just past the third fairway bunker—make sure your aiming circle does not touch the edge of that bunker! Even if you miss right into the rough, you'll still have a clear view of the pin. Aim your second shot at the pin only if you can safely carry the bunker; if not, aim for the left side of the green.

THE PRINCE COURSE / 9th HOLE

PAR 4 • YARDS / 319 (WHITE), 345 (BLUE), 366 (BLACK) • 16 HANDICAP

OVERVIEW

The 9th hole features a short but extremely bumpy fairway with one bunker along the left edge and three sand traps along the right edge. A horseshoe-shaped trap sits along the left side of a bean-shaped green.



THE GREEN The green slopes down from the back right edge to the front left edge into the bunker.

HAZARD ZONES

1 TRIPLE TROUBLE The first two bunkers to the right can be avoided relatively easily—it's that third one that causes golfers the most trouble. If you aim a shot that seems to be headed that way, immediately pump as much left spin as you can while the ball's in the air so that it rolls away from that hazard.

2 LEFT FAIRWAY BUNKER The left fairway bunker doesn't come into play unless you get aggressive with your driver but fall short of your aiming point. That's why it's better to shoot long and risk winding up in the bunker to the right—you'll be that much closer to the pin.

3 UNLUCKY HORSESHOE If you think you'll fall short of the center of the green, add forward spin on your approach so that the ball doesn't roll downhill into this trap.

HOLE STRATEGIES



PLAY IT SAFE The safe first shot is in the direct center of an imaginary line created by the first bunkers on the right and left—you might need to pull out a shorter club or two to make this safe shot. This gives you plenty of room for error in case the ball sails. From here, aim directly at the center of the green and keep the horseshoe-shaped bunker to the left out of play.



BE AGGRESSIVE Aim over the bunker to the left, which forces you to place part of your aiming circle over the right bunker. This is a perilous shot because if you fall short or shank the ball right, you're most likely in trouble. But if you can hit the fairway (extra power boost and wind may help), you'll be rewarded with an easier high-loft shot directly at the pin.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

147

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 10th HOLE

PAR 5 • YARDS / 547 (WHITE), 579 (BLUE), 588 (BLACK) • 9 HANDICAP

OVERVIEW

The 10th hole is shaped like a candy cane. Numerous bunkers and a few well-placed trees on the fairway make for a treacherous second shot. A deep ravine as well as five sand traps protect the front of the green.



THE GREEN The green is raised along the back and right sides, and slopes downward from there. Don't put too much backspin on approach shots; they might roll off.

HAZARD ZONES

1 THE UNCROSSABLE GAP Frankly, you're insane to think that you can jump directly over this wide valley of trees and bushes to make the green in two. However, it can be done IF all the following apply. First, the wind has to be at your back on your second shot. Second, you have to have a tree-free path to the green (use the fly-by button to check). Third, your first shot has to land along the left side of the fairway to eat up a little distance. Finally, you have to have a killer 3 wood and extra power boost. If you must insist on pulling off this impossible shot, aim for the back of the green and pray that your ball doesn't wind up out of bounds.

2 TREES PLEASE If you can clear these trees by using extra loft on your second shot, you'll be closer to the green on your third shot.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot at the dead center of the fairway. Your second shot will be an extremely safe play as you aim to the area just in front of the two bunkers at the top edge of the hook-shaped fairway. From this point, you'll have a clear view of the green, which will make it easier to shoot over the group of bunkers that guard the front of the green.



BE AGGRESSIVE You can be stupidly aggressive and try for the green in two by crossing the large gap, or you can be smartly aggressive by aiming your second shot over the trees and onto the fairway area in front of the bunkers guarding the green—take care to not roll your shot into the bunkers, and use extra club and loft so you don't hit any trees.

THE PRINCE COURSE / 11th HOLE

PAR 3 • YARDS / 134 (WHITE), 162 (BLUE), 197 (BLACK) • 13 HANDICAP

OVERVIEW

The 11th hole has no bunkers, but there's still plenty of challenge thanks to the trees and dense foliage that separate the tees from the green. That rough foliage hugs the left edge of the green.



THE GREEN The green has an extremely intimidating slope from front to back; add forward spin on your shot to fight that downward roll.

HAZARD ZONES

1 NO FAIRWAY This hole plays similar to the 7th in that you have a large valley to shoot over. The difference now is that there's no fairway to bail you out. The area in front and to the right is actually short rough, and should be avoided if at all possible.

2 ELEVATION FOLLIES The heads-up display may only read about 10 feet or so to the pin, but don't be fooled: If you fall short, the actual elevation drop will be much more than that. Extra club will prevent you from falling out of bounds.

3 TREES AND ROUGH If you miss left of the green, you will wind up in some fairly thick and nasty rough. However, this area is definitely playable as long as you don't sail too far left and wind up out of bounds.

HOLE STRATEGIES



PLAY IT SAFE Aim for the back-right corner of the bean-shaped green and use a little extra power boost in case you shorten your swing accidentally. The crowd will be more forgiving of a shot that goes too long into the rough than a ball that flies too short into the valley. If putting downhill, use as little power as possible: This slope moves putts hard and fast.



BE AGGRESSIVE There really isn't too much difference between the safe and aggressive approaches to this hole, other than to position your aiming circle as close to the pin as possible while keeping the entire circle completely over the green. If you overshoot the pin, you can add a little (and I mean very little) backspin on the ball so that it rolls back toward the hole.



TIGER WOODS
PGA TOUR 07

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

149

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 12th HOLE

PAR 4 • YARDS / 353 (WHITE), 385 (BLUE), 390 (BLACK) • 5 HANDICAP

OVERVIEW

Like the previous hole, the 12th hole has no bunkers, but a steep drop in elevation combined with trees hugging the left and right edges of the fairway make for a treacherous shot off the tee. The green is also tightly guarded by rough.



THE GREEN The green slopes sharply from left to right into the stream bank. The highest point on the green is the back-left edge.

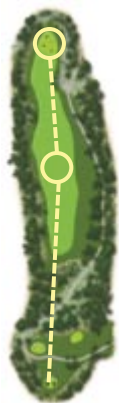
HAZARD ZONES

1 TREES If you miss left on your shot, you'll most likely hit a branch from one of these trees or wind up in the rough. Aim for the middle of the fairway and swing cleanly to avoid this fate.

2 DIP INTO THE STREAM Depending on your starting tee and driving ability, this dip in the fairway leads straight toward the stream to the right of the green. Make sure your ball does not land here by either shading your shot toward the left-center side of the fairway and/or laying up short with a smaller club.

3 THE STREAM This stream shouldn't come into play unless you really blunder your second shot from the rough or the right side of the fairway. If you must shoot from either of those two locations, aim for the left side of the large green.

HOLE STRATEGIES



PLAY IT SAFE Your first shot will be blind, but if you aim for the center of the fairway, you'll be in good shape for a nice wedge shot at the middle of the green. Add a little loft on your approach to make the ball stick on the green (make sure to adjust your aim point to compensate for any strong winds in the valley).



BE AGGRESSIVE There isn't too much variation between the safe and aggressive strategies. In theory, you could go with the biggest club off the tee to set up a close second shot to the green, but that dip in the fairway toward the stream—as well as the stream itself—aren't worth the risk of an errant first shot. The green is big enough to attack the pin on your second shot.

THE PRINCE COURSE / 13th HOLE

PAR 4 • YARDS / 382 (WHITE), 398 (BLUE), 418 (BLACK) • 3 HANDICAP

OVERVIEW

The beautiful 13th hole features a fairway cut in two by a stream that winds along the right side of the green. Two bunkers guard the left side of the elongated green, which combined with the stream set up an incredibly tough approach.



THE GREEN The green slopes downward from the back-left edge into the stream bank. Cut your power in half on downhill putts.

HAZARD ZONES

1 STREAM MADNESS Here's another one of those tantalizing shortcuts that you can pull off if you play from the white tee, have the wind at your back and have a monster driver plus power boost to spare. If all those factors are in place, you can clear the stream and make it to the second half of the fairway in one shot. However, if you hit a tree and/or fall short, you're in major trouble. Chances are you'll be better off laying up short on your first shot.

2 STREAM MADNESS, PART TWO If you lay up on the first shot and have a clear shot to the green, you can attempt to land your ball right on that green with a three wood or two iron. You will also be certifiably insane to attempt this, because your shot must have enough power to sail over a treacherous stream. Shoot at your own risk.

HOLE STRATEGIES



PLAY IT SAFE Lay up short on your first shot so that you're in front of the ravine—but not too close, because if you reach the edge, the vegetation can impede your second shot. For your approach, once again lay up short of the bunkers by aiming at the widest part of the fairway ahead—this will keep the stream bank out of play for an easy third shot onto the green.



BE AGGRESSIVE There are two possibilities here. The first is jumping the stream on your first shot as described above. This is hardly recommended. The second is laying up short of the stream and hitting a long second shot at the green. This is also not recommended, but this shot isn't as nutty. Aim left and long on this second shot to keep the stream (and trees) out of play.

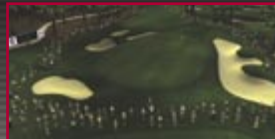


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 14th HOLE

PAR 3 • YARDS / 154 (WHITE), 177 (BLUE), 211 (BLACK) • 11 HANDICAP

OVERVIEW

The 14th hole features a long shot over more trees that hug the left edge of the green; there's a bit more room for error thanks to a small fairway that snakes in front of those trees. A lone bunker guards the right of the green.



THE GREEN The crowned green is narrow and sloped from back to front, with a rather sharp decline toward the bunker to the right.

HAZARD ZONES

1 VALLEY CLEARANCE Another par 3, another valley to clear. This one is made tougher not because of the distance, but because you're shooting the ball to a higher elevation. This means using more club than you normally would. Aim for the back of the green to play it safe.

2 NARROW GREEN Complicating matters on this hole is a narrow green that isn't friendly to the circular aiming target. Make sure to keep that aiming circle away from the left edge of the green because that edge slopes perilously into the valley. You may have to pick the lesser of two evils and drape the right side of the aiming circle over the bunker next to the green.

3 HIDDEN FAIRWAY It's hard to tell, but there is indeed fairway in front of the green. However, the front edge of it plays more like a hazard because it slopes violently downward.

HOLE STRATEGIES



PLAY IT SAFE Play your first shot onto the fairway as long as you aim for the back half and add forward spin so that the ball doesn't roll back downhill. But to be frank, the safest play of all is to attack the back of the green—even with the bunker to the right, that patch of real estate is relatively flat. Don't put too much backspin on that shot; it may roll off the green.



BE AGGRESSIVE Once again, there isn't that much difference between the safe and aggressive strategies here, although you can aim closer to the pin while keeping your aiming circle directly in the middle of the green. You run the risk of hitting the left edge of the green or the bunker as a result, but a solidly placed drive off the tee minimizes those risks.

THE PRINCE COURSE / 15th HOLE

PAR 5 • YARDS / 525 (WHITE), 548 (BLUE), 576 (BLACK) • 7 HANDICAP

OVERVIEW

The 15th hole starts with an elevated tee and another fairway that demands two solid shots to clear swaths of trees that cut across the course. A single bunker guards the front of the green, which hugs dense foliage on its right edge.



THE GREEN The green slopes from back to front, but the decline isn't as intense compared to some other holes on this course.

HAZARD ZONES

- 1 STREAM DIVIDER** A stream cuts through the fairway but doesn't really come into play because you'll have to lay up short of the trees anyway on this long par 5. If your driver shot rolls too close to the rough, you may have to add a little loft on your shot to avoid skimming the top of any vegetation that might be in your way.
- 2 RIGHT IS WRONG** On your second shot, aim for the left-center of the fairway. The right side of the fairway is treacherous territory because of its sharp decline into the stream bank. Any shot that hits the rough here will bounce and roll into the weeds.
- 3 BUNKER BY THE GREEN** This bunker is actually fairly tame in terms of its size and shallowness, and if your first two shots hit the fairway cleanly, it can be easily be avoided.

HOLE STRATEGIES



PLAY IT SAFE There's really no safe way to get to the green in two, so lay up on your first shot and pull out your biggest club on your second shot. Aim just in front of the bunker on your second shot, making sure that the wind does not carry your ball over to the rough on the right. This sets up a fairly easy pitch to the middle of the green.



BE AGGRESSIVE Sorry, no shortcuts here. You'll have to approach your first two shots here pretty much the same way as the safe approach. Your third shot onto the green can be more direct at the pin instead of just aiming for the center of the green; again, you should make sure your aiming circle does not touch the right edge of that green.

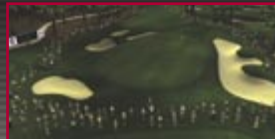


TIGER WOODS
PGA TOUR 107

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

153

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TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 16th HOLE

PAR 4 • YARDS / 366 (WHITE), 375 (BLUE), 375 (BLACK) • 15 HANDICAP

OVERVIEW

The 16th hole features an unusual tee set-up: From the blue and white tees, it plays like a dogleg left. From the black tee, a challenging drive plays straight up and over a forest valley. Two bunkers guard the right side of the green.

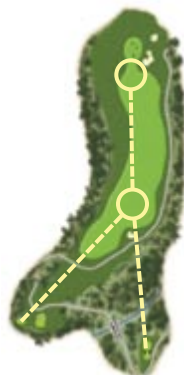


THE GREEN The green runs downhill from back to front, but the slope is relatively tame with just a little movement from left to right.

HAZARD ZONES

- 1 UNHAPPY VALLEY** Out of all the valleys you must clear on this course, this one separating the black tees from the fairway provides the least room for error. You must power boost and execute a solid swing to avoid landing in the rough or hitting foliage.
- 2 RIGHT FAIRWAY BUNKER** From the white and blue tees, this bunker really isn't anything to worry about. However, from the black tees, this is a big deal. Use as much power boost as possible on your drive to clear it.
- 3 UPHILL CLIMB** You'd think that the bunkers to the right of the green would be the big worry on the approach shot, but actually, it's the upward climb that's the bigger hazard. Use a longer club to compensate for the elevation change.

HOLE STRATEGIES



PLAY IT SAFE The fairway's wide enough to support a driver without adding too much risk to the shot. A clean driver shot should set you up for an unobstructed view to the green. Go with a bigger club or two on your approach shot to compensate for the uphill climb to the green, but don't be afraid to fall short of the pin: There's plenty of fairway to work with.



BE AGGRESSIVE Use the driver regardless of what tee you shoot from. The goal is to get long enough on your first shot to reduce the distance over the dogleg. Remember, because of that uphill climb to the green, you'll need extra club and power boost to reach the green. If you have the power, aim straight for the center of the pin to set up your birdie opportunity.

THE PRINCE COURSE / 17th HOLE

PAR 4 • YARDS / 370 (WHITE), 382 (BLUE), 421 (BLACK) • 17 HANDICAP

OVERVIEW

The 17th hole is a dogleg right that features trees and a bunker along the right side of the fairway. The left side of the oval-shaped green is protected well by two large bunkers; smaller bunkers sit to the right of the green.



THE GREEN The green is fairly level except for an uphill slope next to the bunkers on the left and a downhill dip in the front-central section.

HAZARD ZONES

1 DRIVING DIFFICULTY The bunker on the right-center of the fairway isn't the only thing you have to worry about on your drive; there's also an expansive swath of short rough to the right of the bunker. If you shank your ball toward the right, don't even try reaching the green in two: Aim back toward the fairway, because a shot at the green from here will most likely brush vegetation and keep you in the rough.

2 LEFT BUNKERS The bunkers along the left green can easily be kept out of play if you had a solid shot off the tee. If you can't reach the green in two, don't be afraid to lay up short of the green—although it slopes downward sharply, it's still a playable fairway swath as long as you add forward spin to the ball.

HOLE STRATEGIES



PLAY IT SAFE The first shot should aim for the center of the fairway just short of the bunker to the right. This sets up a straight-on second shot right at the green. Add forward spin on the approach so that if it falls short, the downhill slope on the fairway won't roll your ball into the rough. But even if you roll into the rough, you'll still have a decent third shot to the pin.



BE AGGRESSIVE The first shot should aim at the fairway area between the left edge of the fairway and the bunker to the right, with plenty of power boost behind it. Don't shank the ball right, as this will land you in short rough. If you can power your driver past that bunker, you'll be able to reach the green in just two shots. Aim directly at the pin on your second shot.

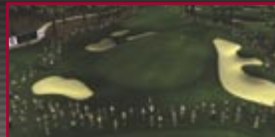


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

155

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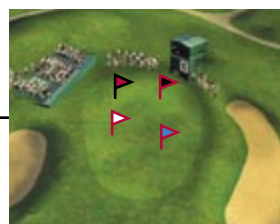
TIGER WOODS
PGA TOUR 07

THE PRINCE COURSE / 18th HOLE

PAR 4 • YARDS / 395 (WHITE), 435 (BLUE), 455 (BLACK) • 1 HANDICAP

OVERVIEW

The 18th hole is an extremely challenging finish that features three bunkers to the left of the fairway and two on the right side. Two additional sand traps guard the left and right sides of the green.



THE GREEN The green slopes from back to front and has very minimal breaks toward the middle of the green along the front half.

HAZARD ZONES

1 BUNKER WOES The ring of bunkers smack dab in the middle of this fairway make for an aggravating shot off the tee. It's probably safer to lay up short with a three wood to keep the bunkers out of play altogether.

2 RIGHT FAIRWAY OBSTACLES If you miss right on your drive, you'll either wind up in the short rough or the large bunker to the right. This basically kills any chance you have of reaching the green in two. If you aim directly at the green from this location, you'll most likely wind up in the deep rough that borders the right edge of the green.

3 CROWDED GREEN If you land short or right of this green, you'll roll into a bunker, or even worse, some weeds. Minimize this risk by aiming for the back of the green on your approach.

HOLE STRATEGIES



PLAY IT SAFE Lay up short of the bunkers on your first shot. On your second shot, lay up again by aiming for the the fairway to the left-front section of the bunker to the left of the green, which slopes downhill to the right. Even if you miss this shot to the left or hit it too hard, you'll still most likely stay in the fairway. This sets up a simple pitch to the green.



BE AGGRESSIVE You can be aggressive with your tee shot, but bunkers in the middle of the fairway make the risk-to-reward ratio of this tactic unpleasant. A better idea is to lay up short of the bunkers and roll the ball forward using spin; you can then hit a three wood plus power boost to overshoot the green. If the wind is at your back, you can hit the green in two.



RIVIERA COUNTRY CLUB

🇺🇸 PACIFIC PALISADES, CA • YEAR OPENED / 1927 • PAR / 71 • DISTANCE / 7,178 yards • ARCHITECT / George C. Thomas Jr.



COURSE HISTORY

The home of Riviera's championship course was created in the 1920s for the benefit of the Los Angeles Athletic Club. This exclusive club has since played host to a "who's who" list of celebrities and golf professionals alike. Riviera hosted the PGA Championship in 1995, and it has been the perennial host of the Los Angeles Open.

The clubhouse at Riviera is one of the most famous sights in golfing circles; like a castle, it sits atop a plateau and overlooks the course below. Riviera is also well known for its distinctive bunker designs, such as a monster-sized sand trap that guards the front of the 4th hole. In 1992, Ben Crenshaw helped Riviera redesign the bunkers and greens.

COURSE OVERVIEW

You must earn \$80,000 to unlock this course. The course is relatively flat overall, and the greens are on the small side for the most part—accurate approach shots are essential to hit these greens cleanly. A natural barranca splits the fairways of the 1st, 2nd, 11th and 12th holes.

The 6th hole at Riviera has one of the most unique terrain features in the world: a bunker smack dab in the middle of the green. This bunker often forces golfers to putt around or chip over it to get to the pin. In terms of difficulty, the toughest challenge is the par 4 2nd hole, which features a narrow tree-lined fairway and an equally narrow green flanked by a trio of bunkers.

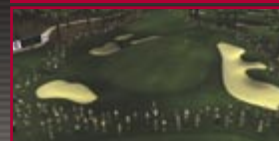


TIGER WOODS
PGA TOUR 07

GOLF BASICS



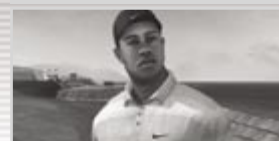
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

🌿 Easy (white)

🌿 Medium (blue)

🌿 Hard (black)

PIN LOCATIONS

📍 Easy (white)

📍 Medium (blue)

📍 Hard (black)

📍 Expert

157

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 1st HOLE

PAR 5 • YARDS / 475 (WHITE), 497 (BLUE), 503 (BLACK) • 17 HANDICAP

OVERVIEW

The 1st hole begins with an elevated tee that leads to a thin fairway separated by a strip of tall grass and rough. The second half of the fairway snakes around two bunkers—one to the left and one to the right—as you approach the green.



THE GREEN The green slopes downhill from left to right; balls will tend to roll toward the back side of the right bunker.

HAZARD ZONES

1 NARROW FAIRWAY Chances are, your aiming circle will overlap the rough on both sides of the fairway, so make sure to compensate for wind and keep a consistent, steady swing off the tee.

2 FAIRWAY SPLIT If you land the ball here, it's still live. The short rough isn't too bad, but don't get caught in the tall grass: It'll be very tough to reach the green if your ball gets stuck here.

3 BUNKERS For most players, the right bunker fronting the green is the most troublesome for players trying to reach the green in two. Balls can get caught in the short rough, so you might want to shoot for the back left corner of the green to try and keep this hazard out of play.

HOLE STRATEGIES



PLAY IT SAFE The best bet is to lay up on your first shot, even if that means shaving a little power off your swing. Play over the break and aim for the back left corner of the green—you want to make sure that you don't catch the rough edges of the bunker to the right. You can two-putt here and still score a birdie.



BE AGGRESSIVE With a solid drive off the tee, a birdie or even an eagle is possible here. Drive as far as you can down the fairway. Even if you land in the short rough past the fairway, you can still reach the green with a well-struck iron. If you want eagle, you'll have to target the pin directly and hope you don't drift into the right bunker.

Did you know?

A number of notable golf-related movies have been filmed at Riviera, including "Pat and Mike," a 1952 romantic comedy starring Spencer Tracy and Katharine Hepburn.

RIVIERA COUNTRY CLUB / 2nd HOLE

PAR 4 • YARDS / 410 (WHITE), 445 (BLUE), 463 (BLACK) • 1 HANDICAP

OVERVIEW

The 2nd hole is considered one of the toughest at Riviera. The slight dogleg right features a long bunker where the fairway bends. The fairway narrows to an extremely challenging green protected by three sand traps.



THE GREEN The green slopes from back to front; the front side of the green breaks from right to left into the nearby sand trap.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKER This sand trap really only comes into play if you have enough driver to try and trim the dogleg. Generally, it's better to lay up off the tee and land just short of this hazard.

2 LEFT GREEN BUNKERS There's actually enough space along the front and right edges of the green to aim at. If you shade your shot to the right side of the green, you won't have to worry much about these bunkers.

HOLE STRATEGIES



PLAY IT SAFE Send your driver shot to land just before reaching the right-side fairway bunker. There's enough real estate in front of and around the green to land a second shot directly on or in front of the putting surface—but if you want to be ultra-conservative, you can also opt to lay up in the area just before the fairway narrows.



BE AGGRESSIVE You must get to the green in two to have a shot of a birdie. Take the driver down the middle of the fairway, and if you have enough power, you can throw in a little fade around the dogleg. Your second shot will be dead-on the green with the pin somewhere within your aiming circle.

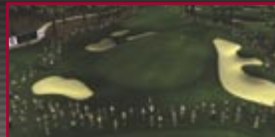


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

159

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 3rd HOLE

PAR 4 • YARDS / 382 (WHITE), 405 (BLUE), 434 (BLACK) • 5 HANDICAP

OVERVIEW

The 3rd hole features a bunker that pinches the midway point of the left side of the fairway, which has a slight dogleg right as you reach the green. Two bunkers are found at the end of the fairway; the larger one protects the front edge of the green.



THE GREEN The front of the green is flat but the back half slopes downhill. There's a break from right to left.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKER** Despite the elevated tee, this imposing bunker on the left can be a major headache if you land in it. Shade your first shot to the right side of the fairway and try to use as much power as possible to clear this hazard in case your ball drifts left.
- 2 GREEN BUNKERS** The bunkers protecting the green come into play if your approach shot falls short and left, or long and right. If you prefer shooting out of rough rather than sand, aim for the back edges of the green along the left side to steer clear of these sand traps.
- 3 SMALL GREEN** The bunker in front of this green is a bit worrisome but can be avoided if you aim your second shot toward the back center of the green.

HOLE STRATEGIES



PLAY IT SAFE Getting to the green in two shots is a relatively safe strategy on this hole, but if you must be ultra-conservative, drive as you normally would but lay up your second shot so it falls on the fairway short of the left bunker guarding the green—alternatively, you can aim for the fairway strip to the right of this bunker. Either spot gives you an easy route to the pin.



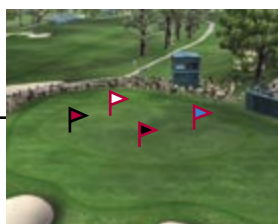
BE AGGRESSIVE Get to the green in two shots: Your first shot must clear the left fairway bunker. (If you land in that bunker, you'll have to lay up and play it safe the rest of the way.) Assuming you're on the fairway for your second shot, aim directly at the pin but try and shade your shot a little toward the back left corner if at all possible.

RIVIERA COUNTRY CLUB / 4th HOLE

PAR 3 • YARDS / 202 (WHITE), 223 (BLUE), 236 (BLACK) • 7 HANDICAP

OVERVIEW

The 4th hole is dominated by a massive bunker that constricts the left side of the fairway and protects the front edge of the wide but shallow green. A small bunker sits halfway up the right side of the fairway.



THE GREEN The green slopes from the front right side to the back left side, and there's a slight break from right to left.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER This bunker causes all sorts of problems: The only way to clear it is with a long iron or wood—but if you do that, chances are you'll roll into the rough. The only hope for a birdie is to use extra power to clear this gigantic trap, but use extra loft and backspin to try and stick the ball on the green. This is very difficult to do unless the wind's in your face to slow the ball up.

2 FRONT OF GREEN If the above option doesn't appeal to you, you can also try playing up the right side of the fairway in the hopes of getting the ball to bounce onto the green (either through a lower loft, a punch, using forward spin—or some combination thereof). The only risk is if the ball bounces into the rough to the right or the bunker to the left.

HOLE STRATEGIES



PLAY IT SAFE The safe approach is to try and punch the ball down the right side in the hopes of bouncing and rolling to the green. You might need to throw a little draw and/or left spin on your swing to follow the curve of the fairway. You also need to make sure you put enough power on this shot to clear the bunker to the right.



BE AGGRESSIVE The aggressive approach is to do loft high and try to stick the ball at the pin location by combining extra power with extra loft to clear the gigantic bunker in front. Even if you overshoot and catch the rough beyond the green, it's still a manageable pitch toward the hole.

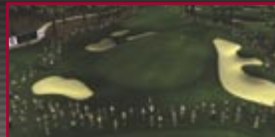


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

161

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 5th HOLE

PAR 4 • YARDS / 388 (WHITE), 408 (BLUE), 434 (BLACK) • 11 HANDICAP

OVERVIEW

The 5th hole is a dogleg left that features a fairway split in two by a small natural ridge. A sand trap sits along the left side of the end of the fairway, which narrows en route to yet another fairly small green.



THE GREEN The green slopes hard from the back right quadrant down to the front left corner. This creates a hard right-to-left break.

HAZARD ZONES

1 THORNY TREES These trees could become a factor from the black tee, as they can foul up your path to the fairway if you accidentally clip them on an aggressive draw shot. Consider pulling an ever-so-slight fade while aiming for the left side of the fairway if you're really worried about these trees. However, the safest play is to aim the ball onto the center of the fairway and use ball spin to adjust to the dogleg.

2 LEFT TREES When playing from the white and blue tees, you might consider a little draw to follow the dogleg, but it's not absolutely necessary. A legitimate worry from here is overshooting the fairway and bouncing into the short rough at the end—you might want to go with a wood if you really have a driver that pops.

HOLE STRATEGIES



PLAY IT SAFE Don't mess with a fade or draw: Just focus on hitting a solid shot down the middle of the fairway. Use spin after the ball lands to try and follow the flow of the dogleg if possible. If you can reach the end of the fairway without catching rough, use a wedge to land on the back center of the big green—you don't have to lay up short on the approach.



BE AGGRESSIVE The aggressive strategy is similar to the safe approach, but you should shoot directly at the pin on your second shot. This should land you close enough to attempt a birdie on the difficult-to-read green. Make sure you use enough power and loft to clear the bunker along the left side.

RIVIERA COUNTRY CLUB / 6th HOLE

PAR 3 • YARDS / 130 (WHITE), 144 (BLUE), 199 (BLACK) • 15 HANDICAP

OVERVIEW

The 6th hole is famous for its revolutionary bunker-on-the-green design—but that bunker is not the only hazard to worry about. A massive sand trap sits in front of the green, while a small sand trap lies along the left edge.

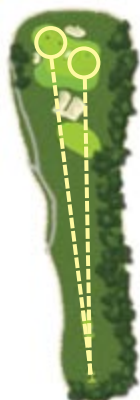


THE GREEN Aside from dips and ridges carved by the center bunker, the green slopes hard from front to back as well as left to right toward the gigantic bunker.

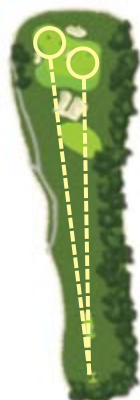
HAZARD ZONES

- 1 BIG BUNKER** Pin placement will determine how much this gigantic bunker comes into play, but generally, if the wind's in your face, you'll need an extra club or two to clear it safely. This is because you must also take into account the slightly higher elevation from the pin.
- 2 BUNKER ON THE GREEN** Some people try to pitch over it, while others try to putt around it. Either way, it's not a fun proposition given the slope of this green. Go aggressive and aim directly at the pin to try and keep your ball between this bunker and the hole.
- 3 BACK BUNKERS** The bunker on the back shouldn't cause a headache—because there's no way you should try to land in between this sand trap and the one on the green. The bunker to the left will only come into play for pin placements on that side.

HOLE STRATEGIES



PLAY IT SAFE The lack of a large fairway lay-up zone and the bunker in the middle of the green pretty much throws out all conservative strategies out the window. Just aim directly for the pin and compensate for wind before swinging. Whatever you do, make sure your ball lands on the same side as the pin—you don't want to try and jump that hazard on the green.



BE AGGRESSIVE The aggressive strategy is the safe strategy—aim straight for the pin and compensate for wind before you swing. If you're confident in your bunker play, the bunker on the green is shallower than the large right bunker—so if you really want to attack that pin, you can slide the edges of your aiming circle toward the center of the green if necessary.

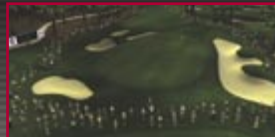


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

163

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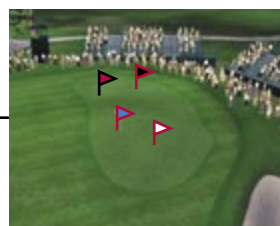
TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 7th HOLE

PAR 4 • YARDS / 331 (WHITE), 370 (BLUE), 408 (BLACK) • 9 HANDICAP

OVERVIEW

The 7th hole has a tricky hump in the middle that must be played with caution. A giant bunker will catch balls that bounce left of the hump, while a natural ridge on the right will capture balls that bounce right.



THE GREEN The small and narrow green is fronted along the right front edge by a sand trap. The green has no consistent break, but the back side is slightly raised.

HAZARD ZONES

1 FADING AWAY This is one of the holes where you might just need to hook the ball slightly right to match the flow of the dogleg. If you hit dead-on with too much juice, your ball may be swallowed up by the large bunker along the left of the fairway. However, don't get too cute with your fade because you might roll into the tall rough on the right, which is no picnic.

2 CENTER FAIRWAY AND RIGHT BUNKERS Normally, the green is fairly easy to reach from the fairway. However, if you get caught in the rough to the right, it'll be a major headache to try and clear these bunkers in two. If you're in the rough to the right, either lay up short of the center island bunker or aim behind the green and power swing to reach it.

HOLE STRATEGIES



PLAY IT SAFE You can avoid trying to pull a fade by aiming for the center of the fairway before the dogleg turns right—this ensures your ball lands on the widest part of the fairway before reaching the large bunker to the left. This sets up a longer second shot, but with the extra fairway room behind the middle bunker, you can aim safely for the left side of the green.



BE AGGRESSIVE Get as much juice as you can off the driver, and throw in a little fade (curve the ball right) and forward-right roll to get the ball up the fairway as long as possible. By shortening your approach shot, you can get a little aggressive and attack the pin—perhaps shade your aim toward the back left side of the green as insurance to clear the nearby bunkers.

RIVIERA COUNTRY CLUB / 8th HOLE

PAR 4 • YARDS / 360 (WHITE), 375 (BLUE), 433 (BLACK) • 13 HANDICAP

OVERVIEW

The 8th hole is a unique par 4 that features parallel fairways divided by a line of trees. The left fairway is split in two by some rough and a small bunker; the right has a large bunker at the end of the right side.



THE GREEN The green generally slopes downhill toward the end of the center line of trees dividing the fairways. There is no consistent break otherwise.

HAZARD ZONES

1 WHICH FAIRWAY? This hole gives you two fairways to choose from: left and right. There's no real distinct advantage, but if you're comfortable with your high-loft wedge shot, the right side is the way to go because you get to use a full swing off the tee. The one advantage of the left side is that you usually get a much better look at the pin—however, the split fairway and the additional rough you have to carry are the drawbacks.

2 CLEAR THE TREES If you take the right fairway, it's absolutely essential that you use forward roll to get down the fairway as far as possible. If trees are in your way, you'll need a high-loft wedge shot to get onto the green.

3 RIGHT BUNKER If you have a shallow lie close to the green, you can try to blast onto the green—but if you have trees in your way, you must lay up back onto the fairway.

HOLE STRATEGIES



PLAY IT SAFE Take the right fairway straight down as far as possible, aiming for the left center of the fairway to steer clear of the bunkers to the left. Depending on where you land, you can either execute a maximum-loft wedge over the trees onto the green (safe) or try to punch the ball to the right of the trees to catch the right edge of the green (less safe).



BE AGGRESSIVE Power hitters can go left with the goal of shooting past the left side bunker (especially from the white tees), possibly with a little fade or right spin if needed to guide the ball closer to the green. Basically, you're exchanging a riskier drive for an easier second shot. However, if the pin is tucked in the back left corner, use the safe approach instead.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

165

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 9th HOLE

PAR 4 • YARDS / 395 (WHITE), 406 (BLUE), 458 (BLACK) • 3 HANDICAP

OVERVIEW

The 9th hole features two bunkers that cut into the fairway, which may force some players to lay up on their drives off the tee. The challenge continues at the end of the fairway, where four bunkers protect a narrow green.



THE GREEN The green is heavily sloped downhill from back to front; the back and center half of the green breaks noticeably from right to left.

HAZARD ZONES

1 FAIRWAY BUNKERS Your tee placement and power stats will determine how you play these first two bunkers. In most cases, you should be able to fly over the bunker on the right, so aim for the right side of the fairway to steer clear of the left bunker, which is farther down the course. If you get stuck in either bunker, you'll still have a fairly clear hazard shot down the fairway to the green.

2 RIGHT GREEN BUNKERS The two bunkers to the right of the fairway and in front of the green are meant to prevent you from trying to land your approach to the front of the green. As a result, it may be safer to land on the back of the green instead, but if the pin is placed near the front, play the approach soft with lots of backspin to roll it down the green's slope.

HOLE STRATEGIES



PLAY IT SAFE If your power game is truly weak, you'll have little choice but to lay up before the bunkers. However, if you have enough power, keep that right bunker out of play and shoot over it, aiming for the right center of the fairway. From there, you can lay up just short of the bunkers to the right for a controllable approach shot to the tricky green.



BE AGGRESSIVE This is a hard hole because of distance—so the only way to scratch a birdie is to reach the green on two. This means a power-boosted first shot to clear both the fairway bunkers, and a direct high-loft approach toward the center or back of the green (depending on where the pin is set).

RIVIERA COUNTRY CLUB / 10th HOLE

PAR 4 • YARDS / 294 (WHITE), 301 (BLUE), 315 (BLACK) • 16 HANDICAP

OVERVIEW

Don't let the short yardage fool you: the 10th hole is tougher than it looks. The fairway is a veritable minefield of bunkers ready to catch errant drives to an extremely narrow green. Additional bunkers surround the green on the front, back and right sides.



THE GREEN Elevation-wise, the green is fairly level except for a dip toward the front left edge. Putts on the back half of the green will tend to break toward the bunkers.

HAZARD ZONES

1 TWO RIGHT BUNKERS These bunkers won't really come into play unless you play from the longer tees or hit a really weak drive. The aiming points described below should keep you safely clear of these bunkers.

2 LEFT FAIRWAY BUNKER This is the one bunker you really need to worry about on your drive. If you land in this bunker, you can still reach the green—but the better approach is to shade your aim point right, because your chances of reaching the pin are better in the short rough to the right of the fairway.

3 THREE GREEN BUNKERS Can you reach the green in one? Of course—especially from the white tees. But you're more likely to land in one of these bunkers instead.

HOLE STRATEGIES



PLAY IT SAFE The safe shot is to land your drive in the fattest part of the fairway past the two right fairway bunkers. Settle your aiming point to the upper right center of this area, and you can use spin control to roll the ball closer to the green. This sets up a nice full or pitch wedge shot to the pin; or, you can opt to pitch to the left side of the green if you fear the bunkers.



BE AGGRESSIVE If you're confident in your bunker swing, the ultra-aggressive first shot is straight for the left-center of the green: Nail the landing and you've got an eagle putt. However, the more sensible aggressive play is for a birdie by aiming for the fairway area just in front of the green—shaded a little right so your aiming point does not touch the left bunker.

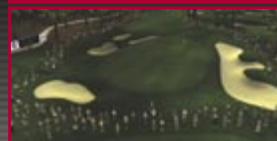


TIGER WOODS
PGA TOUR

GOLF BASICS



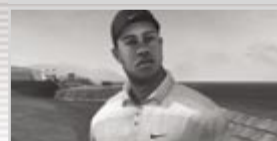
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

167

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 11th HOLE

PAR 5 • YARDS / 485 (WHITE), 513 (BLUE), 564 (BLACK) • 10 HANDICAP

OVERVIEW

The 11th hole is a long par 5 split in two by a walkway and natural barranca that cuts through a number of upcoming holes. A small ridge of rough and a bunker protect the right side of the approach to yet another very small green.



THE GREEN Much of the left back side of the green is relatively flat. The right side dips uphill while the front dips downhill.

HAZARD ZONES

- 1 TREE-LINED FAIRWAY** Lots of trees crowding the fairway make it pretty for spectators, but a headache for golfers. It's essential that you accurately compensate for wind and swing straight so you don't land in the rough or smack a tree branch.
- 2 BARRANCA** The approach to the green is easy unless you hit rough off the tee. If that's the case, chances are that you'll have to lay up short of this barranca rather than try to jump it.
- 3 TIMID BUNKER** The second half the fairway is wide enough to accommodate a wood on the second shot—just try to roll it along the left side so it doesn't catch the rough in front of this bunker. This bunker doesn't really come into play unless you have the swing power to reach the green in two.

HOLE STRATEGIES



PLAY IT SAFE Conservative players will need to lay up short of the barranca—depending on your power stats, you may not have much choice. Assuming you hit your first shot solidly down the fairway, you can safely play a three wood or long iron down the left side of the second half of the fairway—it probably won't roll long enough to reach the green anyway.



BE AGGRESSIVE It's possible to reach the green in two if you have enough power to tickle the end of the first half of the fairway and play from the white tees. Otherwise, you might be stuck with the safe approach because the barranca prevents you from easily reducing the three-shot count to the green. However, a solid approach to the green can set up an easy birdie.

RIVIERA COUNTRY CLUB / 12th HOLE

PAR 4 • YARDS / 330 (WHITE), 367 (BLUE), 460 (BLACK) • 8 HANDICAP

OVERVIEW

The 12th hole is best known for its trees, starting with the ones that tightly frame a bunker-free fairway, which makes for a tough shot off the tee. A barranca separates the fairway from the green and the famous “Bogey’s Tree” to the left.



THE GREEN The green is raised along the front half and dips toward the back. The general break is from right to left.

HAZARD ZONES

1 OPEN FAIRWAY There are no bunkers along the fairway. The closest thing to a hazard (aside from the rough) are the trees along the right side. These trees could be clipped on shots off the tee that veer to the right.

2 GREEN BUNKER This bunker protects the right side of the green, but it’s not excessively deep. If you land your ball on the left fringes, you should be able to escape fairly easily.

3 BOGEY’S TREE The tree is actually named after the actor (Humphrey Bogart), and not the golf term—but you may just well score a bogey if your approach hits or lands left of this “land-mark.” Stay away from the tree.

HOLE STRATEGIES



PLAY IT SAFE Your tee shot should be a straight-forward full swing that cuts down the center of the fairway. From here, you should be able to reach the green in two with one of your irons. Hitting the bunker is relatively less of a hazard than hitting the tree, but try to squeeze your approach shot in between to land on the back-center part of the green.



BE AGGRESSIVE The aggressive approach is similar to the safe approach, although you should aim directly at the pin on your second shot. There’s enough fairway cushion around the left side of the green to attack the pin without worrying too much about the tree or bunker to the right.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

169

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 13th HOLE

PAR 4 • YARDS / 380 (WHITE), 406 (BLUE), 459 (BLACK) • 6 HANDICAP

OVERVIEW

The barranca continues along the left side of the 13th hole, which features a slight dogleg left and a narrowing fairway that leads to a downhill approach to the green. The hole's lone bunker lies to the right near where the fairway meets the green.



THE GREEN The front and right sides of the green are relatively flat, but the left edges and back side slope downhill.

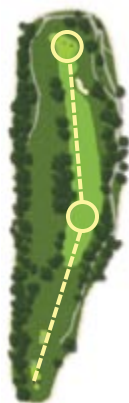
HAZARD ZONES

1 LEFT-SIDE FOLIAGE The tee shot to the fairway is tricky: On the one hand, you want to ride the left-center side of the fairway to cut the dogleg left. On the other hand, you want to avoid skimming the treetops. The safest approach is to not fight the dogleg and aim for an area just right of the center of the fairway instead.

2 RIGHT FAIRWAY BUNKER If you have a decent drive off the tee, this bunker presents little risk. For the most part, you can get over this bunker without a problem on your second shot by aiming for the center of the green.

3 LEFT OFF THE GREEN The left side of the green drops down into the rough; balls that hit the left side are likely to roll into this area. Aim for the center-right side of the green to reduce this risk.

HOLE STRATEGIES



PLAY IT SAFE Play your tee shot directly down the center of the fairway (adjusting for wind, of course) and don't try to cut the dogleg. Use left spin on your ball instead if necessary. The second shot is a fairly easy approach aimed at the widest part of the green. Shade your aim a little to the right to avoid the drop-off along the left edge of the green.



BE AGGRESSIVE Cut the dogleg just a hair to slightly shorten the distance on your driver. Approach the second shot as you would with the safe strategy, although you can aim tighter to the pin. The lack of bunkers hugging the green makes this approach less of a daunting task.

RIVIERA COUNTRY CLUB / 14th HOLE

PAR 3 • YARDS / 145 (WHITE), 159 (BLUE), 176 (BLACK) • 18 HANDICAP

OVERVIEW

The 14th hole is generally considered the easiest one at Riviera, thanks to a rarity on this course—a large green. However, if you hook your shot left or right off the tee, you'll land in one of three bunkers that protect the pin.



THE GREEN The green has a bubble bump on the left side that makes putt reads really tricky; the right side of the green is raised.

HAZARD ZONES

1 BUNKERS BY THE GREEN The trio of bunkers—two left and one right—will collect errant balls. A smooth swing will keep you out of these bunkers, but if you're not confident in your swing, just aim for the center of the green in front of the fairway. This placement will give you the most margin for error in case you miss short.

2 DIFFICULT PUTT READ Be careful when putting toward the fairway. The bubble bump hides the fact that putts will roll downhill toward the fairway if you use too much power on the upslope.

HOLE STRATEGIES



PLAY IT SAFE There's no secret to this hole: Aim directly at the pin, adjust for the wind, and swing cleanly to avoid the bunkers. The reads on this green are tough, so don't feel bad if you have to settle for a two-putt for par—just try to get your first putt as close to the hole as possible without rolling past it.



BE AGGRESSIVE The aggressive approach is identical to the safe approach. If this green were flat, you could shoot for the pin with gusto. However, an over-aggressive putt on this surface can take you far from the hole and into a possible bogey. Play tight with your putting power, and only try to birdie short-distance putts.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

171

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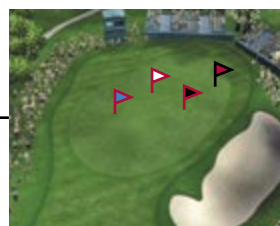
TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 15th HOLE

PAR 4 • YARDS / 415 (WHITE), 430 (BLUE), 443 (BLACK) • 2 HANDICAP

OVERVIEW

The 15th hole features a dogleg right protected at the turn by a bunker along the right side. The fairway narrows ever so slightly after the turn as you approach a green guarded by a lone bunker along the right-front edge.



THE GREEN The two-tiered green has “plateaus” on the left and right sides, while a mini-valley lies in between. This valley is where putts are likely going to collect.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKER This sand trap is placed in the perfect spot for people who lack the power and the skill to cut the dogleg with a fade shot. This is also a likely landing point for anyone trying to lay up but sails right on their shot. To get back on the fairway from this bunker, pick your biggest iron, maximize loft and power swing as hard as you can while aiming far left of the fairway (i.e. into the trees as the end of the left side of the fairway). With luck, you can roll this shot far enough down the fairway to salvage par.

2 RIGHT GREEN BUNKER This bunker will collect approach shots that fall short or right of the pin. To avoid it, aim your approach toward the left back side of the green—you’ll see that there’s a little extra fairway to work with here.

HOLE STRATEGIES



PLAY IT SAFE Play a short iron to avoid the dogleg—ideally, you want to get past the right bunker to get a hazard-free approach to the green. Aim for the back left corner of the green on your approach shot: This will give you extra fairway to work with if you fall short, and enough angle to avoid the bunker to the right.



BE AGGRESSIVE This hole offers an extremely difficult but legitimate birdie opportunity. You first have to be able to cut the dogleg with enough power on your shot to clear the bunker. If you don’t have this power, stick to the play it safe strategy. If you can clear the bunker, you can aim directly at the pin to put and set-up a birdie putt.

RIVIERA COUNTRY CLUB / 16th HOLE

PAR 3 • YARDS / 125 (WHITE), 148 (BLUE), 166 (BLACK) • 14 HANDICAP

OVERVIEW

The 16th hole is an island green surrounded by a sea of sand. The front bunker is the biggest and baddest; the back bunkers are a bit thinner but by no means less formidable. Many of these sand traps are steep and difficult to escape from.



THE GREEN The back of the green is fairly level and, for the most part, tame. However, the front left lobe of the green slopes downhill into the rough.

HAZARD ZONES

- 1 FRONT LEFT LOBE OF THE GREEN** Watch out for putts that roll toward this corner of the green. There's a strong downslope toward the bunkers, so be careful with the power you put on your putts.
- 2 SURROUNDED BY BUNKERS** Normally, you can favor targeting one edge of a green where no sand traps sit. However, that's not the case on this hole, in which the green is bordered on all sides by hazards. Aiming for the center of the green is the best way to avoid a shot from the bunker.

HOLE STRATEGIES



PLAY IT SAFE There is no margin for error anywhere around this small putting surface. Aim for the center of the green, add loft and backspin, compensate for the wind and try to stick that ball on the green for a birdie putt—it doesn't get much simpler than that. Laying up on the fairway won't help, because you still have to land on that tiny green anyway.



BE AGGRESSIVE The key to a birdie here is to stick a landing on the green as described in the safe strategy. Aiming directly for the pin is a bad idea because the green is so small, you have a fairly good chance of hitting a bunker instead.

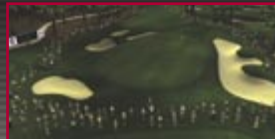


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

173

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TIGER WOODS
PGA TOUR 07

RIVIERA COUNTRY CLUB / 17th HOLE

PAR 5 • YARDS / 507 (WHITE), 512 (BLUE), 576 (BLACK) • 12 HANDICAP

OVERVIEW

The 17th hole is the longest one at Riviera. A few small bunkers in front of the fairway lead to a “W” shaped bunker along the right side. As you reach the second half of the hole, look for four bunkers along the left side, and a fifth bunker to the right of the green.



THE GREEN Bordered by fairway grass along its edges, the green slopes downhill from back to front as well as from left to right.

HAZARD ZONES

1 “W” BUNKER This “W” shaped sand trap gets played differently depending on your power stats and scoring philosophy. Players trying to reach the green in two must attack the fairway to the left of this hazard, with the hope of threading the shot to the left of (or over) this hazard. However, many players will have no choice but to lay up short and reach the green in three.

2 LEFT BUNKERS These bunkers along the second half of this extremely long fairway carve out pockets where it’s relatively safer to aim and land the ball. Try to target the ball so that it lands inside these pockets rather than the narrower sections of the fairway.

HOLE STRATEGIES



PLAY IT SAFE Lay up your first shot along the left-center of the fairway before the “W”-shaped bunker. From here, shoot for the large fairway pocket surrounded by the last three fairway bunkers along the left. If you can hit these two shots accurately, you’ll have a relatively open wedge onto the green for a possible birdie putt.



BE AGGRESSIVE Players need powerful drivers to reach the green for an eagle (from the white tees) or a birdie (from the other tees). The first shot needs to travel around or over the “W”-shaped bunker (if you don’t have the power or stomach for this, follow the safe strategy). If you have enough club to reach the green on your second shot—swing away (with power boost if needed).

RIVIERA COUNTRY CLUB / 18th HOLE

PAR 4 • YARDS / 340 (WHITE), 422 (BLUE), 451 (BLACK) • 4 HANDICAP

OVERVIEW

The 18th hole marks a scenic return to Riviera's famous clubhouse—but unfortunately, the trip back will not be easy. The hole begins with a long uphill blind shot to the fairway, which flows past two bunkers to the right toward an unprotected green.



THE GREEN The narrow kidney-shaped green slopes downhill from back to front; putts on the front lobe tend to break toward the middle of the green.

HAZARD ZONES

1 THE NEXT LEVEL If you don't have enough power to reach the upper-tiered fairway, there's a good chance that you'll catch the rough instead. For a difficult hole like the 18th, this spells disaster. You should strongly consider adding a little loft on your tee shot to ensure that it clears this ridge safely.

2 RIGHT BUNKERS Your power stats will determine how you approach these bunkers along the right side of the fairway. If the wind is at your back, and you have enough club, you fly over these hazards to land on the fairway beyond. However, if you don't want to risk this shot, you can lay up to the left of these bunkers on the fairway before it narrows.

HOLE STRATEGIES



PLAY IT SAFE Add a little loft on your shot and aim for the middle of the fairway with a wood or large iron. Pick a club that creates an aiming circle that fits comfortably into the center of the fairway—you don't want the circle's edges touching too much rough. Lay up on your second shot just before the fairway narrows; try to land next to the pin on your third shot.



BE AGGRESSIVE Add a little loft on your tee shot, but this time pull out the driver and heave it onto the fairway—adjust for wind and try to spin the ball away from the rough if at all possible. The added distance on this shot should permit you to overshoot the bunkers to the right; you can try to shoot your way onto the green in two for a birdie opportunity.

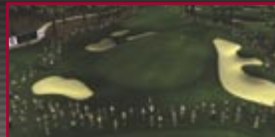


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

175

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Did you know?

The long but narrow green at Spyglass Hill's 4th hole is among the most photographed in the world.



SPYGLASS HILL

PEBBLE BEACH, CA • YEAR OPENED / 1966 • PAR / 72 • DISTANCE / 6,862 yards • ARCHITECT / Robert Trent Jones, Jr.



COURSE HISTORY

Spyglass Hill is among the cluster of golf courses that can be found at Pebble Beach. The "Spyglass Hill" name comes from Robert Louis Stevenson's classic novel "Treasure Island"; in addition, many of the hole names refer to characters in the novel.

The golf course took six years to develop before its official debut in 1966, and it is unique in how it incorporates the natural terrain—including pine tree forests, sandy dunes and patches of ice plants—seamlessly into the course. Along with its sister courses at Pebble Beach and Poppy Hills, Spyglass Hill has helped host the Pebble Beach Pro-Am in which famous celebrities and pros compete in two-person teams.

COURSE OVERVIEW

Spyglass Hill is considered one of the world's most difficult courses. The first five holes follow the seashore before turning inland into the Del Monte Forest for the final 13. Because of its seashore-to-forest layout, the course boasts some of the most noticeable elevation changes from hole to hole. Once in the forest, the ever-present trees that border the fairways will severely punish errant drivers.

The 8th hole is considered by most to be the toughest at Spyglass Hill. It plays much longer than its official yardage because shots must make an uphill climb to a crowned green protected by a lone bunker to the right.

SPYGLASS HILL / 1st HOLE

PAR 5 • YARDS / 529 (WHITE), 564 (BLUE), 595 (BLACK) • 3 HANDICAP

OVERVIEW

The 1st hole is a sharp downhill dogleg left guarded on both sides by trees and rough until you reach the end of the fairway. From here, you'll get a view of both the ocean and the green, which is fronted by three bunkers.



THE GREEN The rather wavy green has an inconsistent slope from side to side, but overall, it's sloped downhill from front to back.

HAZARD ZONES

1 TREES TO THE LEFT You don't want to get too cute trying to draw around these trees. A better approach is a straight-on shot with a driver, and then using left spin on the ball to drag it downhill upon landing.

2 THE GREEN IN TWO? The long downhill approach makes it very easy to reach the green in two (assuming your first shot landed solidly on the fairway). To prevent a long approach from overshooting the green, loft up the shot a little bit and add some backspin to the ball.

3 BIG BUNKERS The bunkers to the left of the green are the biggest and most fearsome on this hole. If you take the safe approach as described below, you'll be able to keep these sand traps out of play.

HOLE STRATEGIES



PLAY IT SAFE Don't try and draw the dogleg on your first shot. Instead, hit a solid tee shot and add some left spin to the ball so that when it lands, it rolls easily downhill. Lay up your second shot so that you land at the end of the fairway. This sets up an easy pitch to the green and a possible birdie opportunity.



BE AGGRESSIVE If you're feeling greedy, you can put a little draw on your tee shot to cut the initial slight dogleg left. The goal is to get as much distance on this drive as possible to reach the green in two. To help the ball stick on the approach shot, loft high and bring lots of backspin to stop the ball from bouncing into the spectators.

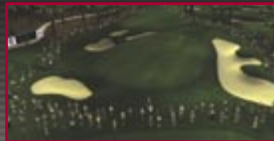


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

Easy (white)

Medium (blue)

Hard (black)

PIN LOCATIONS

Easy (white)

Medium (blue)

Hard (black)

Expert

177

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 2nd HOLE

PAR 4 • YARDS / 293 (WHITE), 321 (BLUE), 349 (BLACK) • 13 HANDICAP

OVERVIEW

The 2nd hole starts the “beach” phase of the course, which features an island fairway and green surrounded by natural dunes and shrubs. These natural hazards preclude the need for any bunkers on this uphill hole.



THE GREEN The back of the green is fairly flat, but the front and left edges are raised—most putts will break toward the sea as a result.

HAZARD ZONES

- 1 ROUGH RIGHT HILL** If you miss the fairway and land here, don't sweat it too much: Usually, the cut is low enough to provide a nice lie for your approach to the green.
- 2 DUNES OF DESPAIR** Don't be timid with your second shot: A short approach could lead you into this very sandy strip that divides the fairway and the green. The green is large enough to sustain an aggressive approach shot.
- 3 GREEN DROP-OFF** However, don't be too aggressive on the approach because the back edge of the green drops off considerably. A ball overplayed here could bounce into the dunes beyond.

HOLE STRATEGIES



PLAY IT SAFE Center your aiming circle so that its top edges touch the left and right sides of the fairway before it narrows. This maximizes your chances of staying on the fairway without drifting too far from the green on your second shot. For your second shot, aim directly at the center of the green and spin to the pin.



BE AGGRESSIVE Use a long iron or wood to reach the narrow tip of the fairway closest to the green. Don't put power on this shot because it's better to fall short than long. Even if you catch the short rough to the right, you still can reach the green with a wedge on your second swing. Aim directly at the pin for your second shot to try and get close.

SPYGLASS HILL / 3rd HOLE

PAR 3 • YARDS / 131 (WHITE), 142 (BLUE), 152 (BLACK) • 17 HANDICAP

OVERVIEW

Known as "The Black Spot," the 3rd hole begins with an elevated tee toward a green bordered by a thin ring of short rough. A sand trap stands directly in front of the green to swallow any short approaches.



THE GREEN The green slopes from front to back with a slight over-all break to the left.

HAZARD ZONES

1 LONELY BUNKER The bunker on this hole is easily avoidable if you hit a solid shot to the green. The downhill approach will give you the loft needed to carry the ball over this hazard.

2 BACK SIDE BLUES You definitely do not want to go long on this shot. If you put too much power on your shot, it could sail over the green and catch the downhill slope.

3 GREEN HAZARD The green drops off quickly along this edge, so if you have a hole near this edge, use as little power as possible so that your putt doesn't slide off the green.

HOLE STRATEGIES



PLAY IT SAFE Depending on pin placement, you can either aim for the enter of the green or the center of the pin—whichever seems to offer the least risk. Make sure to take the wind into account as you position your aiming target. The drop in elevation should force you to be conservative with your club selection.



BE AGGRESSIVE The aggressive play here is the same as the safe play, with the possible twist of aiming directly at the pin. Chances are, this aim point will put part of your aiming circle over the rough—if you can live with a second shot from any of those spots, go for the direct-to-pin approach.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

179

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 4th HOLE

PAR 4 • YARDS / 345 (WHITE), 358 (BLUE), 370 (BLACK) • 9 HANDICAP

OVERVIEW

The 4th hole features a long fairway that tapers before it bends sharply to the right toward an extremely narrow green. A sand trap guards the back edge of the fairway, and another small bunker lies to the left of the green itself.



THE GREEN The green plays like a roller-coaster that dips downward from front to back. The raised edges throw all sorts of breaks into the mix.

HAZARD ZONES

- 1 DOGLEG DILEMMA** Pin placement will determine how aggressive you want to get with this dogleg. If the pin is at the back of the green, a dogleg shot is just way too risky—you're better off shooting down the right edge of the fairway to get a straight shot at the narrow green. However, if the pin is in front of the green, you might be able to skim the left side of the fairway and shoot over the natural dunes to reach it.
- 2 LEFT ROUGH** You don't want to miss left of the fairway here: The thin rough quickly gives way to a downhill slope to some thick ice plants.
- 3 BACK GREEN BUNKER** This bunker tends to collect everything that rolls downhill from the green, so if you must putt downhill, use minimal power.

HOLE STRATEGIES



PLAY IT SAFE Aim your driver along the right center of the fairway, and play it short so it lands on the fairway just before it narrows. Use forward spin to push it ahead if necessary. Your next shot will depend on where your pin placement is. If it's in the back, you probably want to loft toward the back of the green; if it's up front, loft high and backspin while aiming for the pin.



BE AGGRESSIVE It's possible to cut the dogleg on your second shot, but the reward is not worth the risk because the difficult green layout almost always results in a two-putt situation. You have to be really smart with your putter and approach shot to escape with a birdie here. With that said, it's better to just play it safe on this hole.

SPYGLASS HILL / 5th HOLE

PAR 3 • YARDS / 137 (WHITE), 165 (BLUE), 183 (BLACK) • 15 HANDICAP

OVERVIEW

The 5th hole features another short but tricky island green. Three pot bunkers prowl the front of the green like sharks, while a larger sunken bunker right of the green collects any balls that veer right of the green.



THE GREEN The back and left sides of the green all slope downward toward the front of the green.

HAZARD ZONES

1 BUNKER BUSTERS The green is big enough to safely avoid getting caught in a bunker. As long as you have a steady shot off the tee, you won't need to worry about these deep sand traps.

2 ICE PLANTS The back ridge is a bigger concern for players who tend to use too much power boost on their shots. Unless the wind is blowing in your face, ease off the power while aiming for the green.

3 ABRUPT DROP OFF The green drops off abruptly at this point to the right of the third front bunker. If you're putting in this general direction, don't overshoot and get sucked into this downhill trap.

HOLE STRATEGIES



PLAY IT SAFE Aim straight for the center of the green as close to the pin as possible without having the edge of the aiming circle touch the lip of any bunker or rough. Make sure to compensate for wind. This approach will usually result in a long birdie putt—don't hit it too hard if the ball's headed downhill.



BE AGGRESSIVE Aim straight for the pin, even if it means that part of your aiming circle hangs over some rough (but still make sure you're not touching any bunkers with your circle). A solid shot may get you very close to the pin for a simple birdie opportunity. Make sure to compensate for wind before you shoot.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

181

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 6th HOLE

PAR 4 • YARDS / 374 (WHITE), 401 (BLUE), 416 (BLACK) • 7 HANDICAP

OVERVIEW

The 6th hole leaves the beachfront and returns to the forest on this uphill climb. Two bunkers hug the left and right sides of the fairway, while three more bunkers (one left and two right) guard the green.



THE GREEN The green slopes downhill from front to back; the bunker ridges funnel any downhill putts toward the front center of the green.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER You'll really have to belt a driver shot wide left to put this bunker into play. Since it doesn't stick into the fairway, it's not as big of a concern as the one to the right.

2 RIGHT FAIRWAY BUNKER From the short white tee, it's fairly easy to shoot over this bunker. However, from the longer tees it'll be a much more difficult task. You might want to consider laying up short of this bunker when playing from the blue or black tees.

3 UPHILL APPROACH It's possible to reach the green in two shots, but only if you use an extra club or two on the approach shot. If you don't use a bigger club, your shot may wind up in the bunkers to the left or right of the green.

HOLE STRATEGIES



PLAY IT SAFE Aim short or to the left of the fairway on your first shot. Only try to pass over the right bunker if you're shooting from the white tees. Your second shot will be a lay-up shot in the fairway just before it narrows into the green. This sets up an easy third pitch onto the green for a par putt.



BE AGGRESSIVE You can make it onto the green in two shots—especially from the white tees. Shoot around or over the bunker on the right on your driver shot. This sets up an uphill iron shot. Ever so slightly set your aiming point for the front edge of the spectator stands to ensure that you can carry your uphill shot over the bunkers. This sets up a possible birdie putt.

SPYGLASS HILL / 7th HOLE

PAR 5 • YARDS / 480 (WHITE), 513 (BLUE), 529 (BLACK) • 11 HANDICAP

OVERVIEW

The 7th hole begins with an elevated tee that overlooks two small bunkers to the left of the fairway. The green area is free of sand traps—however, a large pond of water at the end of the fairway complicates all approach shots to the pin.



THE GREEN The green slopes mainly from right to left toward the pond, as well as from back to front.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER The fairway is wide enough so that you don't have to worry too much about these bunkers. If you're shooting from the longer tees, however, you might want to lay up short of them if you want to play it safe.

2 POND The only other major hazard on this course is this pond. The fairway narrows considerably along its right edge, so if you want to play it safe, shoot for the back of the green on your second or third shot.

HOLE STRATEGIES



PLAY IT SAFE Depending on your tee placement, you can either lay up short of the fairway bunkers or shoot past them. Lay up your second shot so that it falls on the fairway before it narrows. Your third shot will be a safe loft toward the back of the green to keep the water out of play. Your fourth shot will be a low-power putt to the pin for a birdie or a two-putt par.



BE AGGRESSIVE You can reach the green in two—especially from the white tees. Eat up the fairway on your first driver shot and get as much forward roll as possible. Your second shot will aim straight at the pin—shade it just a little to the right to avoid the downhill lip of the water. A solid approach will get you close enough for an eagle putt.

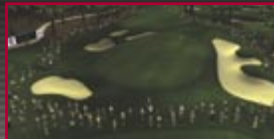


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

Easy (white)

Medium (blue)

Hard (black)

PIN LOCATIONS

Easy (white)

Medium (blue)

Hard (black)

Expert

183

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 8th HOLE

PAR 4 • YARDS / 354 (WHITE), 375 (BLUE), 399 (BLACK) • 1 HANDICAP

OVERVIEW

Dubbed “Signal Hill,” the 8th hole is a tortuous climb to an elevated green guarded by a lone sand trap to the right. The distance from the black tees may read 399, but thanks to the elevation change, it plays much longer than that.



THE GREEN The green is severely uphill from left to right, and the green slopes slightly downward from back to front.

HAZARD ZONES

1 WHERE ARE THE HAZARDS? This hole is unusual in that there are no bunkers along the fairway—all the challenge is supplied by the uphill climb. Still you want to stay in the middle of the fairway and avoid hitting the rough (or spectators) at all costs.

2 GUARDING THE GREEN A bunker sits along the right edge of this green. To attack the green, take a wedge approach shot with a high loft to safely clear this sand trap.

3 TREES AND ROUGH The only other hazards on this hole are the trees and rough along the edge of the fairway. The fairway isn't too wide, so shanked shots could hit a tree or get stuck in the rough. Swing straight and don't hook your shot.

HOLE STRATEGIES



PLAY IT SAFE Take a driver and aim for the center of the fairway. The uphill slope will tend to bounce balls to the right side of the fairway, which does not pose a problem. Use a wedge on your second shot to land squarely on the back middle part of the green. From here, you'll most likely have a long uphill putt for a birdie—just get the ball close enough for a short par putt.



BE AGGRESSIVE Follow the tactics of the safe strategy, but aim closer to the pin on your second shot. A clean landing near the pin will set up an excellent birdie opportunity. Make sure to put a little extra power on your approach shot so that you don't fall short and wind up in the large bunker to the right.

SPYGLASS HILL / 9th HOLE

PAR 4 • YARDS / 394 (WHITE), 414 (BLUE), 431 (BLACK) • 5 HANDICAP

OVERVIEW

In case you didn't have enough fun with the 8th hole, the 9th hole serves up yet another uphill par 4 hole. A bunker cuts into the right side of the fairway. Three more bunkers guard the front of the light-bulb shaped green.



THE GREEN The huge green features a major downhill slope from back to front. The right side of the green rolls right into the bunker.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKER This bunker can easily be shot over from the white tees, but it causes a bit of trouble from the black and blue tees. Fortunately, the fairway is wide enough to accept a straight-ahead shot that falls to the left of the bunker.

2 GREEN BUNKERS A loft or pitch on your approach shot can place these hazards safely out of play. Watch out for downhill putts near the right-side bunker, as they can roll into the sand trap if hit too hard.

3 UPHILL Despite the uphill climb, you don't have to use too much extra power to reach the green. A little power boost with a same-yard club will do the trick.

HOLE STRATEGIES



PLAY IT SAFE Power swing on your driver shot to get it up the fairway as far as possible. With enough forward roll, you'll have a nice flop or pitch onto the green (pick the shot that gets you closest to the pin without touching a bunker with the aiming circle). However, if you miss with your driver, lay up short on your second shot so you don't land in the bunkers in front of the green.



BE AGGRESSIVE The aggressive approach is pretty much the same as the safe approach—use a powerful driver to push up the hill, and set up an easy approach shot right at the pin. Since the green is so large, it's pretty easy to aim straight for the pin without too much fear of missing the target.

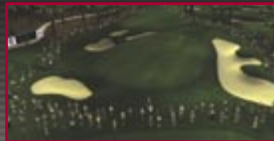


TIGER WOODS
PGA TOUR 07

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

Easy (white)

Medium (blue)

Hard (black)

PIN LOCATIONS

Easy (white)

Medium (blue)

Hard (black)

Expert

185

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 10th HOLE

PAR 4 • YARDS / 366 (WHITE), 377 (BLUE), 407 (BLACK) • 12 HANDICAP

OVERVIEW

The 10th hole is a downhill affair made difficult by a fairway bunker along the right and some oddly placed trees on the fairway itself. The hole has a very slight dogleg left to the green, which is guarded by four bunkers.



THE GREEN The green slopes from front to back with a steep drop-off along the back edge.

HAZARD ZONES

1 NO TREES PLEASE Don't even try to get cute with a draw and/or a bigger club in the hopes of hooking around the trees to the left. It won't happen. The smart play is to lay up short in front of the fairway trees and roll the ball right to set up a clear approach to the green.

2 EARRING BUNKERS From an overhead perspective, two pairs of bunkers hang like gaudy earrings on the face of the green. They are easily avoidable if you aim your approach shot directly at the center of the green.

HOLE STRATEGIES



PLAY IT SAFE The safe first shot is to lay up short of the trees on the fairway, but use spin control to roll the ball to the right side of the fairway. This opens up a clear shot to the green. From here, aim for the direct center of the green, and then compensate for wind. This maximizes your chances for landing on the green, which sets up a safe two-putt situation.



BE AGGRESSIVE Follow the instructions in the safe strategy but aim as close as you can to the pin instead without touching any of the bunkers with the aiming circle. A solid approach that avoids the sand traps will set up a nice birdie putt.

SPYGLASS HILL / 11th HOLE

PAR 4 • YARDS / 463 (WHITE), 491 (BLUE), 528 (BLACK) • 10 HANDICAP

OVERVIEW

The 11th hole is a sharp dogleg right that is fairly uneventful in terms of hazards until you reach the end of the fairway. A series of bunkers to the right (plus one to the left) protect the front face of a wide but relatively shallow green.



THE GREEN The large green slopes downhill from right to left; the left side of the green, however, is relatively flat except along the edges.

HAZARD ZONES

1 TREES TO THE RIGHT The tree branches overhanging the right of the fairway can be troublesome if you're trying to cut the dogleg. Your safest play is to aim to the left of them with a lesser club.

2 RIGHT FAIRWAY BUNKERS These bunkers can be kept out of play by aiming your approach shot at the left side of the green, which is a bit flatter than the right. By taking this line, if you fall short, chances are you'll hit the fairway rather than a bunker.

3 LEFT FAIRWAY BUNKER This bunker at the end of the fairway is tucked away so deeply that it doesn't pose a threat—unless of course, you hook a shot from the rough right into it.

HOLE STRATEGIES



PLAY IT SAFE Regardless of what tee you start from, avoid the trees to the right and don't attempt to cut the dogleg. Instead, set yourself up for a straight second shot to the green. Because of the numerous bunkers to the left and right of the fairway, it's actually better to try and shoot directly at the left side of the green than lay up short.



BE AGGRESSIVE Follow the same approach with the first shot as described in the safe strategy (i.e. don't shortcut the dogleg), but you can opt for a more direct shot at the pin on your approach. Make sure the edges of your aiming circle don't touch too much rough or sand traps, and add a little loft on your shot as insurance to clear those hazards.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

187

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SPYGLASS HILL / 12th HOLE

PAR 3 • YARDS / 145 (WHITE), 160 (BLUE), 178 (BLACK) • 16 HANDICAP

OVERVIEW

Known as "Skeleton Island," the 12th hole is highlighted by large sunken pond that guards the left edge of a narrow green. Three bunkers guard the back, right, and front edges of the green as well.



THE GREEN The green's right side all slopes toward the pond, with an especially strong dip in the left center of the green.

HAZARD ZONES

- 1 NO SWIMMING** Do not aim left of the green: Your shot could bounce into the water.
- 2 RIGHT GREEN BUNKERS** Obviously, you don't want to get caught in these bunkers, because these hazard shots are tough to control once on the sloping green. However, if you miss the green, it's better to miss right and catch rough.
- 3 GREEN TARGET POINT** The landing point for your shot is a toss-up depending on where the pin lies. If it's near the back, aim for the back center of the green; if it's near the front, aim for the front center of the green. What you don't want to do, however, is attempt a long putt that has to cross the dip in the middle of the green.

HOLE STRATEGIES



PLAY IT SAFE Aim for the green closest to your pin location, but shade the target point to the right so that the aiming circle overlaps a little bit of the rough along the edges. Make sure to compensate for any wind before shooting.



BE AGGRESSIVE You could opt to run straight for the pin, but the precarious edge along the water hazard is too steep to warrant the risk. Just stick to playing it safe here: A safe but solid approach can still net a birdie score.

SPYGLASS HILL / 13th HOLE

PAR 4 • YARDS / 398 (WHITE), 423 (BLUE), 445 (BLACK) • 4 HANDICAP

OVERVIEW

Named "Tom Morgan," the 13th hole features an uphill fairway that leads to an elevated green. A bunker sits to the right-center of the fairway, while two more small bunkers guard the front sides of the green.



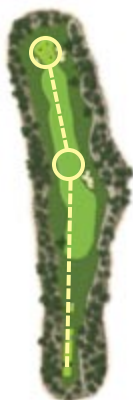
THE GREEN The green slopes sharply from back to front and has subtle breaks toward the center of the green.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKER This bunker only comes into play on the longer tees; you may have to lay up ever so slightly or aim left of the bunker to avoid running into the rough. However, from the shorter tee you can blast over this hazard with no trouble.

2 GREEN BUNKERS The bunkers next to the green aren't too much to worry about, since the front of the green is so wide open, even a low-loft shot can bounce onto the green. If you happen to get trapped in one of these bunkers, just blast toward the pin to get out; they're fairly shallow as bunkers go.

HOLE STRATEGIES



PLAY IT SAFE Swing your driver for as far as possible while avoiding the bunker to the right. The fairway is wide enough to handle such an approach. Get as close as you can to the green for your approach shot, which you can loft if winds are light or bounce it onto the green if winds are excessively nasty. The green is big, so you can aim directly at the pin in most cases.



BE AGGRESSIVE The aggressive strategy is the same as the safe strategy: Hit the first shot strong to set up an easy approach straight at the pin. String two solid shots together for a decent birdie opportunity.

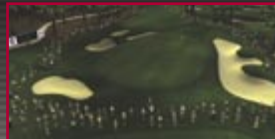


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

189

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 14th HOLE

PAR 5 • YARDS / 514 (WHITE), 525 (BLUE), 560 (BLACK) • 6 HANDICAP

OVERVIEW

The 14th hole is aptly named “Long John Silver”—no doubt in part to its long 500-yard double dogleg set-up. The hole first swings right and then left as you approach a pond that protects the right side of a wide but shallow green.



THE GREEN The left side of the green slopes strongly from left to right and from back to front. The right side of the green is fairly flat except along the edges.

HAZARD ZONES

1 TREE BRANCHES There's a tree to the right off the tee that prevents you from cutting the dogleg and using a bigger club. However, if you execute a low-loft shot with your biggest club, you can shoot under the branches and still have enough roll to get some good distance on your driver.

2 WATER WOES Yes, you can get onto the green (or very close) in two shots, but it won't be easy. If you get enough distance on your first shot, you can aim for left back corner of the green on your second shot. Under no circumstances should you try to fly over the pond on your second shot—that's a splashdown just waiting to happen.

3 BUNKERS ALONG THE GREEN If you make a play for the left side of the green, it puts the deep bunkers to the right out of play.

HOLE STRATEGIES



PLAY IT SAFE Don't try to cut the dogleg; instead, lay up short with a smaller club. Also lay up your second shot before it reaches the pond; don't use too much boost, or your shot may roll into the water. From here, your third shot will either be a high-arch shot straight at the pin (if it's on the right) or at the left side of the green (the super-safe option). From the left green, you can putt or pitch toward the pin.



BE AGGRESSIVE Cut the dogleg with a powerful low-loft driver (this works best from the white tee). Get enough distance so that you can reach the left side of the green on your second shot. Make sure the path of your second shot follows the thin fairway to the right and not the pond. Even if this shot catches rough, you'll be able to pitch toward the pin for a likely birdie.

SPYGLASS HILL / 15th HOLE

PAR 3 • YARDS / 99 (WHITE), 117 (BLUE), 125 (BLACK) • 18 HANDICAP

OVERVIEW

The 15th hole is the shortest on the course. Named "Jim Hawkins," this relatively easy par 3 features four bunkers along the back edge and a pond that dominates the right edge of the bean-shaped green.



THE GREEN The green slopes downward back to front toward the water. The left side of the green also dips down toward the bordering rough.

HAZARD ZONES

1 SINK AND SWIM You can get aggressive with a direct pin shot, but whatever you do, don't leave your shot short: You'll surely end up in the water.

2 TREACHEROUS GREEN Talk about trying to land a 747 on an aircraft carrier: The edges of this green roll into all sorts of interesting hazards. The worst is the water along the front. Just as troublesome (if less obvious) are the deep dips to the left of the green. If you land in either of these spots, your chance for saving par is slim.

3 BACK SIDE BUNKERS The rough and bunkers behind the green are designed to penalize anyone who shoots too hard at the green. All things being equal, it's better to smack the rough in the middle than land in the sand traps.

HOLE STRATEGIES



PLAY IT SAFE This is one of the few times where hitting the rough may help—specifically, the area between the two bunkers that borders the green. If you hit long, you'll stick to the rough and roll a little downhill; if you hit short, you're on the green. Using this tactic, you can control a pitch to the pin rather easily from this point.



BE AGGRESSIVE The aggressive approach is to aim directly at the pin; the less aggressive approach is to land squarely on the center of the green to set up a birdie putt. Don't aim too far left of the green, because if the pin placement is on the right, you'll have a perilous putt along the water's edge to approach the hole.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

191

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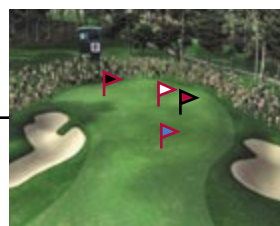
TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 16th HOLE

PAR 4 • YARDS / 426 (WHITE), 435 (BLUE), 462 (BLACK) • 2 HANDICAP

OVERVIEW

The main hazard on the 16th hole is a tree that blocks the right side of the dogleg-right fairway. However, once you clear the tree, you'll have a clear path to the pin. A small bunker sits to the left of the green.



THE GREEN The green slopes from back to front, but the breaks are fairly random because of the wavy nature of the green—especially along the front.

HAZARD ZONES

1 THE LONELY TREE At this point on the course, you're probably thinking: What's up with all the trees in the fairway? Anyway, this tree is the toughest of them all. Do not try to drive to the right of the tree. Do not try to fade a shot around this tree. Instead, just lay up on your approach shot and roll the ball left so it's out of your line of sight to the green.

2 BUNKERS BY THE GREEN These bunkers are troubling, but they don't choke the approach to the green—that's the good news in all of this. However, if you really want to play it safe, lay up short of the bunkers and loft a shot straight at the pin. This should keep the bunkers at bay.

HOLE STRATEGIES



PLAY IT SAFE Lay up on your first shot so that it lands to the left of that lone tree. This provides a clear view of the fairway. Lay up on your second shot so that the ball lands before the fairway narrows toward the green. Your third shot will be a high pitch or flop at the pin to set up a fairly close parr putt.



BE AGGRESSIVE Once again, lay up on your first shot to get left of the lone tree. However, from here you can aim straight for the center of the green or the pin proper—just keep your shot in the middle to keep the front bunkers out of play. If you can get onto the green with your second shot, you'll have a chance for birdie.

SPYGLASS HILL / 17th HOLE

PAR 4 • YARDS / 301 (WHITE), 312 (BLUE), 325 (BLACK) • 14 HANDICAP

OVERVIEW

Named "Ben Gunn," the 17th hole is a bit of a blind shot to the fairway, which is guarded by trees and bunkers on both sides. Five sand traps encircle an elevated green that is wide and shallow.



THE GREEN The green is sloped downhill from back to front, and putts down the center will tend to break toward the far left or right edges of the green.

HAZARD ZONES

1 SHORTCUT TREE This is the main obstacle preventing you from driving right at the green. Make sure to add loft on your shot from the white tees so you don't hit his tree (or any other in its vicinity).

2 TREE AND BUNKERS The tree and bunkers along the right side of the fairway can be troublesome if you fade your shot off the tee. A straight-on shot or a slight draw may be preferable in this instance.

3 BUNKERS APLENTY The elevated green makes the bottom three bunkers fairly challenging to escape from; the top two bunkers are not as deep.

HOLE STRATEGIES



PLAY IT SAFE Take the tee shot so that it lands squarely in the middle of the fairway and lines up directly to the green. Your second shot can be made at the pin, at the center of the green, or you can lay up short just before the three bunkers. Once on the green, you'll either have a birdie or par putt to execute.



BE AGGRESSIVE From the white tee, you can get on the green (or very close) in just one shot—if the wind is at your back and if you have a monster driver. Make sure to add plenty of loft so you don't hit any trees. From the other tees, you'll have to take two shots to reach the green. Aim straight at the pin on your third shot to stand a chance for birdie.

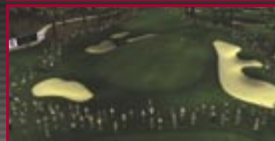


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

193

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TIGER WOODS
PGA TOUR 07

SPYGLASS HILL / 18th HOLE

PAR 4 • YARDS / 365 (WHITE), 387 (BLUE), 408 (BLACK) • 8 HANDICAP

OVERVIEW

Closing out Spyglass Hill is the 18th hole, which features a tight squeeze between some trees and a bunker to the right near the fairway's halfway point. The elevated green is surrounded at its four corners by sand traps.



THE GREEN The green slopes back to front with a very slight break from left to right.

HAZARD ZONES

- 1 TREES TO THE LEFT** A few trees along the left side could be trouble for any driver shots that veer left. However, as long as you hit a solid straight shot off the tee, you won't hit them. If you consistently keep brushing them, aim just a shade right of center on your tee shot.
- 2 RIGHT FAIRWAY BUNKER** This bunker is a concern mainly from the farther tees. Again, a solid straight shot off the tee minimizes the risk that you'll land here. If you do land here, just blast your way back onto the middle of the green.
- 3 FOUR CORNERS** The bunkers around the green can be avoided with a safe approach onto the green. You can still get close to the pin with a good pitch and roll out of these bunkers.

HOLE STRATEGIES



PLAY IT SAFE Drive the ball as far as you can on your first shot. Stick to the center of the fairway when you aim and adjust as needed to compensate for the wind. Lay up on your second shot just in front of the green to set up a nice pitch or flop onto the green. Aim directly at the pin with this third shot to set up a manageable putt for par.



BE AGGRESSIVE Drive the ball as far as you can down the center of the fairway on your first shot, making sure that you account for the wind when aiming. For your second shot, you'll need to aim directly at the pin, taking care to keep the aiming circle within the confines of the green. A strong second shot will get you close enough to the hole for a birdie putt.



ST. ANDREWS

🇬🇧 ST. ANDREWS, SCOTLAND • YEAR OPENED / 1552 • PAR / 72 • DISTANCE / 6,721 yards • ARCHITECT / Old Tom Morris



COURSE HISTORY

St. Andrews is home to the oldest golf course in the world with nearly 600 years of golf history at that location. Although St. Andrews is home to multiple golf courses, the most famous course is The Old Course. This course was originally 22 holes, which was later reduced in 1764 to 18 holes (and thus setting the modern-day standard for all courses).

A number of notable golf innovations were pioneered at St. Andrews, such as the playing of holes from two different directions—resulting in two flags and two holes on every green. The British Open will return to St. Andrews in 2010 for the 28th time.

COURSE OVERVIEW

Thanks to its rich history, St. Andrews is one of the most beautiful and unique golf locales in the world—and certainly one of the most challenging. The course features two par 5s and par 3s, with the remaining 14 all par 4s. The natural terrain—dominated for the most part by low greenery, long grasses and undulating dunes and hills—can torment golfers who have trouble hitting fairways consistently.

In addition, some of the 112 bunkers on The Old Course can be deep and difficult to get out of. This course is also known for large double greens that accommodate both incoming and outgoing sets of holes—putts of up to 100 yards are indeed possible as a result.

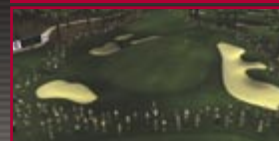


TIGER WOODS
PGA TOUR 07

GOLF BASICS



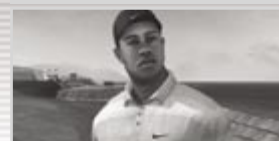
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

195

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TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 1st HOLE

PAR 4 • YARDS / 339 (WHITE), 370 (BLUE), 376 (BLACK) • 15 HANDICAP

OVERVIEW

The 1st hole is known as “Burn,” which refers to the Swilcan Burn that runs along of the back of an extremely wide fairway cut in half by a walkway. The large oval green sits bunker-free across the thin stream.



THE GREEN The green features three big humps along the back edge and a fairly flat center. The front and side edges of the green roll downhill.

HAZARD ZONES

- 1 GONE WITH THE WIND** Any seaside golf course in this game is susceptible to wind, but St. Andrew's offers some of the most extreme examples of gusty (20 m.p.h. or higher) conditions. You have to aim almost off-target at times to counteract the effects of wind on your shot.
- 2 SWILCAN BURN** Don't leave your approach to the green short, or you might accidentally send your ball for a swim—especially if the wind is blowing in your face. Take your approach toward the middle of the green, and stay away from the front edge.

HOLE STRATEGIES



PLAY IT SAFE The fairway is nice and wide enough to take any type of tee shot, but the best play is toward the green. Try to roll your ball toward the green to set up a closer approach, but don't put too much boost on your tee shot if you have a monster driver—you don't want to roll into the water accidentally. The green is wide and easy to land on, so aim near the pin.



BE AGGRESSIVE The aggressive approach is exactly the same as the safe approach, since you'll need two shots to reach the green anyway. Shoot directly at the pin on your second shot—the green is more than wide enough to handle anything that misses. Make sure to compensate for any wind to ensure a close landing to the pin.

Did you know?

In 2005, Tiger Woods won the 134th British Open at St. Andrews and joined Jack Nicklaus as the only two players to win two career grand slams.

ST. ANDREWS / 2nd HOLE

PAR 4 • YARDS / 375 (WHITE), 411 (BLUE), 413 (BLACK) • 3 HANDICAP

OVERVIEW

The tee shot on the second 2nd hole has to clear up to 200-plus yards of rough to reach the fairway. The famous Cheape's bunker guards the left side of the fairway, which ends with a large "L-shaped" double-hole green guarded by two small bunkers to the left.



THE GREEN The right half of the green (used for the 4th hole) is dominated by the large ridge on the front; behind that ridge, the green generally slopes downhill to the right.

HAZARD ZONES

1 CHEAPE'S BUNKER This serves as a visual landmark: You either want to shoot to the right of this bunker or lay up in front of it. Obviously, you don't want to land in it.

2 APPROACH BUNKERS Three bunkers to the left and four to the right guard the approach to the green. They're deep but easily avoidable thanks to the open front of the green.

3 FAIRWAY RIDGES The end of the fairway features ridges along the left side. If your ball catches one of these ridges, it could stop short. Make sure to use extra club if necessary to safely land on the green.

HOLE STRATEGIES



PLAY IT SAFE Lay up your driver shot just short of Cheape's bunker, so that your aiming circle sits in the middle of the widest part of the fairway. This will give you about 180 yards to the green, which you can land on directly with a long iron. Shoot for the back center of the green with the goal of getting past the large ridge on the green.



BE AGGRESSIVE Go aggressive down the right side of the fairway with a driver, and use forward roll to get as close to the green as possible. Chances are that your aiming circle will overlap the left and right rough, but you can "thread the needle" with a solid swing off the tee. Your shorter approach should aim directly at the pin.

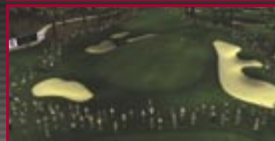


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

197

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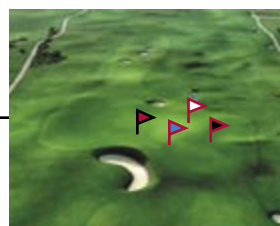
TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 3rd HOLE

PAR 4 • YARDS / 321 (WHITE), 352 (BLUE), 397 (BLACK) • 13 HANDICAP

OVERVIEW

The 3rd hole features a tee shot that must clear a long stretch of rough into an undulating fairway with bunkers along the right edge and a cluster of bunkers known as Principal's Nose to the left. The large Cartgate bunker protects the left side of the double-hole green.

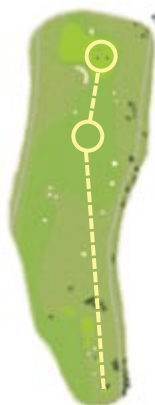


THE GREEN The green is blemished by a definite bump that ruffles the right side of the green—a pin placement nearby will make putts extremely tough to read.

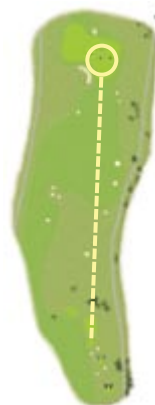
HAZARD ZONES

- 1 ROUGH STRETCH** From the black tees, a solid driver is absolutely necessary to reach the fairway safely—especially if the wind is in your face.
- 2 FRONT FAIRWAY BUNKERS** The Principal's Nose bunkers should be safely out of play on the drive, but it's the bunkers on the right that could cause the most trouble, especially from the green tees. Make sure to compensate for wind, and shade your driver shot slightly to the left to avoid these hazards.
- 3 CARTGATE BUNKER** This moon-shaped sand trap is deep and protects the left side of the green. If your first shot lands on fairway, you can safely steer right of this hazard and still land on the green with room to spare.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot as deep down the fairway as possible, staying in the middle and landing just short of the lone bunker in front of the Cartgate bunker. The approach shot can aim directly at the pin—just make sure to keep the Cartgate bunker safely away from your aiming circle. A close shot can set up a birdie opportunity.



BE AGGRESSIVE From the white tees, you may have enough driver to make it to the green in one shot—this is an ambitious and dangerous play, since the ball could easily bounce into the sand traps to the left or right of the green. However, if you have favorable wind, you can have a stab at it. Otherwise, stick to the safe approach.

ST. ANDREWS / 4th HOLE

PAR 4 • YARDS / 401 (WHITE), 419 (BLUE), 464 (BLACK) • 9 HANDICAP

OVERVIEW

The 4th hole has an oddly shaped fairway with mounds that invade the front-center and left sides—players can choose to shoot over the front mound or squeeze along the right side, which is narrow. Small bunkers can be found protecting the green.



THE GREEN The green is raised close to the left front bunker and generally slopes downward to the right overall. The right edge features a few ripples.

HAZARD ZONES

1 FRONT MOUND Your ability to clear this mound will depend on your swing strength and starting tee. From the black tees, it'll be tough for anyone except the top players to safely clear this mound. Your only alternative is to push hard along the thin strip to the right and pray you don't catch any rough. If you do, you may be able to swing a wood with enough juice to bounce to the green—but this is an extremely risky play that, if mishit, could send the ball straight into a bunker to the left.

2 LEFT MOUNDS You should be able to safely clear these hazards and aim straight for the green if you land on the fairway on your first shot.

3 LEFT GREEN BUNKER This is the only real hazard by the green. Stay right of it.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot down the right side of the fairway—don't try to shoot over the front mound. Use forward roll and power boost to push the ball as far down the fairway as possible to set up an iron shot to the middle of the right side of the green. Make sure your approach safely clears (or goes right of) the small mound in front of the green.



BE AGGRESSIVE Take your first shot over the front mound and try to also shoot for the right side of the fairway. If you have enough power, you can also aim for the right side of the fairway just before the second left mound pinches the fairway. This should set up a short and relatively easy approach straight at the pin.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

199

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TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 5th HOLE

PAR 5 • YARDS / 454 (WHITE), 514 (BLUE), 568 (BLACK) • 1 HANDICAP

OVERVIEW

The 5th hole is highlighted by a mine-field of pot bunkers along the right edge. Further up the fairway is a ridge (guarded by the Spectacles bunkers) that separates the fairway from yet another large green.



THE GREEN The green, for lack of a better word, is “ginormous”—with more than 100 yards from front to back. The back-right section of the green is fairly level and flat.

HAZARD ZONES

- 1 RIGHT SIDE BUNKERS** The fairway is more than wide enough to steer left of these sand traps. If you’re opting for a more aggressive swing, though, they might be more of a threat.
- 2 SPECTACLES BUNKERS** These famous hazards are best seen from a distance rather than up close: A good first shot onto the fairway will set up an easy approach to the green over these bunkers and nearby ridge.
- 3 DIP IN THE ACTION** The fairway in front of the green will catch anything that falls short, and you should consider adding extra loft on your next shot to ensure that the ball safely clears the top edge of the uphill slope.

HOLE STRATEGIES



PLAY IT SAFE Aim your first shot toward the widest part of the fairway just to the left of the line of three side-by-side pot bunkers. Play your second shot over the Spectacles bunkers and nearby ridge toward the green—most likely, your shot will safely nestle in the dip just before the green. Use extra loft to clear the uphill approach and aim straight for the pin.



BE AGGRESSIVE Shoot up the fairway as far as possible—ideally just short of the mound on the left side that pinches the fairway. Then pull out the biggest club necessary to hit the back of the green on your second shot—you don’t want to bounce short, or else you’ll wind up in the large dip just short of the putting surface.

ST. ANDREWS / 6th HOLE

PAR 4 • YARDS / 325 (WHITE), 374 (BLUE), 412 (BLACK) • 11 HANDICAP

OVERVIEW

The 6th hole features bunkers along the left side (known as the Coffins) and right edge that power players should be able to hit over. The double-sized green stretches widely from left to right and has a small gully that dips in front.



THE GREEN The right side of the double-hole green is fairly flat except for a little bump along the back right corner and a small uphill lip in front of the gully.

HAZARD ZONES

1 LONG-DISTANCE FLIGHT From the black tees, this very long stretch of rough and bushes leading to the fairway can be intimidating. If the wind isn't at your back, this can be killer. It is absolutely vital that you get as much power as possible from your tee shot.

2 COFFINS BUNKERS These three bunkers sit left of the fairway, and they shouldn't come into play on this hole unless you really shank the ball right. Don't expect to roll the ball far if you're stuck in one.

3 GULLY GREEN The front of the green slopes steeply downhill into a gully that effectively divides the fairway from the green. You'll have to shoot out of it as if it were a bunker to get back onto the primary putting surface.

HOLE STRATEGIES



PLAY IT SAFE No big secret here: Shoot the ball up the center of the fairway as far as possible. Use forward spin to push the ball ahead. This will set up a nice, high-loft approach shot to the back center of the green—make sure it doesn't land short, or it may catch the edge of the gully in front. There's a definite birdie possibility if you avoid that gully.



BE AGGRESSIVE The aggressive play is the exact same as the safe approach—shoot up the fairway and hit a direct approach at the pin. You can get a little closer to the pin in terms of target circle placement, but is really best to land toward the back side of the green for a long, flat birdie try rather than fall short and play from the gully.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

201

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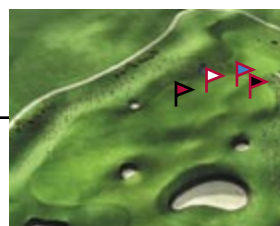
TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 7th HOLE

PAR 4 • YARDS / 335 (WHITE), 359 (BLUE), 388 (BLACK) • 7 HANDICAP

OVERVIEW

The 7th hole features a fairway with some dips and mounts at the front. Look for three bunkers—two large (named the Hill and Shell bunkers) and one small (the Strath bunker)—guarding the front side of the large green.

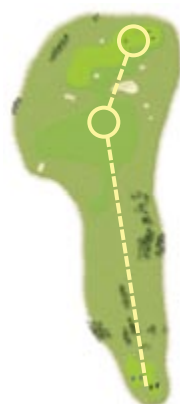


THE GREEN The right side of this bumpy green is used for this hole; a large ridge splits it in two. Ideally, you don't want to putt over this bump to reach the pin.

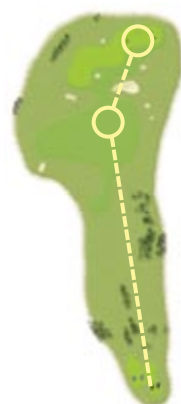
HAZARD ZONES

- 1 HILL BUNKER** The hill bunker sits in front of the left side of the green. It will generally remain out of play on this hole.
- 2 SHELL BUNKER** This is the largest bunker in front of the green, and as a result, offers the most difficulty in terms of approaching the green. It is extremely deep and should be avoided at all costs.
- 3 STRATH BUNKER** This bunker sits in the middle of the green itself. For the purposes of this hole (especially with right-side pin placements), this hazard should remain out of play. The bunker to the right of the Shell and Strath bunkers is more relevant to this hole, but can easily be avoided with an accurate approach shot.

HOLE STRATEGIES



PLAY IT SAFE Aim for the widest part of the fairway just in front of that large Shell bunker that guards the center of the green. Make sure to land short of this hazard (from the white tees, you might wind up using too much power and accidentally roll into it). If you land on the fairway squarely, you'll have an easy wedge shot straight at the pin.



BE AGGRESSIVE The aggressive strategy closely follows the safe approach, simply because you'll still need two shots to reach the green. Avoid the bunkers in front of the green, and you'll be in good shape of scoring below par on this hole.

ST. ANDREWS / 8th HOLE

PAR 3 • YARDS / 145 (WHITE), 166 (BLUE), 175 (BLACK) • 17 HANDICAP

OVERVIEW

The 8th hole plays to the right of some bushes and trees into a large, wide and flat green (about 45 yards deep) fronted by two small bunkers. There is no fairway to work with, and a small raised groove rides along the back edge of the putting surface.



THE GREEN The green is extremely large with an uphill lip along the front edge and some deep ridges along the back edge.

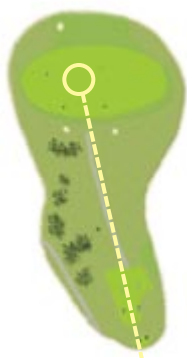
HAZARD ZONES

1 GREEN BUNKERS The small bunkers in front of the green are very small yet very deep. You'll be hard-pressed to save par on this hole if you land in one. Avoid them at all costs.

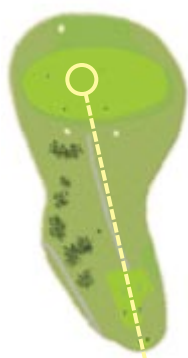
2 ROUGH IN THE MIDDLE Between the bunkers is some short rough that may come into play on pin placements along the front edge. The rough itself isn't too long, and playing a pitch shot out of them is much more desirable than a bunker shot.

3 BIG GREEN This isn't a hazard per se, but the large size of the green can result in some long putts due to overjuiced swings. Try to match your power and club with the exact distance needed to keep the birdie putt short and sweet.

HOLE STRATEGIES



PLAY IT SAFE This is one of the easiest holes on the course when the wind isn't blowing—unfortunately, that's not usually the case. Avoid the bunkers at all costs, but aim directly at the pin. Don't be afraid if you fall short into nearby rough as long as you stay close to the hole. If you overshoot the pin, you might be faced with a very long birdie putt.



BE AGGRESSIVE This hole is simple and straightforward enough to not require an aggressive strategy. Just get close to the pin for a birdie putt, and avoid the bunkers at all costs. Also watch out if the wind is at your back: You'll need to deliberately aim short of the pin so that the ball doesn't carry too far past it.

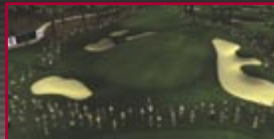


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

203

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TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 9th HOLE

PAR 4 • YARDS / 261 (WHITE), 307 (BLUE), 352 (BLACK) • 5 HANDICAP

OVERVIEW

The 9th hole marks the final challenge before turning back to the clubhouse, and is highlighted by a fairway marred with two island bunkers—the Boase's bunker (first) and the End Hole bunker (second). Additional sand traps can be found to the right of these bunkers.



THE GREEN The green is largely unprotected and very flat, although there is a slight downhill slope from the back-center to the front and left sides.

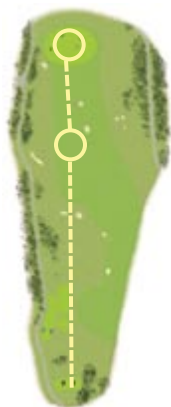
HAZARD ZONES

1 ISLAND BUNKERS These small but deep bunkers are the only real hazard on this course. As long as you lay up short of them, they should pose no threat at all.

2 ROUGH TO THE LEFT The rough along the left edge is more of a nuisance than an actual hazard—even if you catch the rough, you can still swing with enough power to reach the large green easily. Missing left on the drive is a far better fate than missing right into a sand trap.

3 OPEN GREEN This is not a hazard but a reminder that it may be possible to putt from very far, given the relatively flat nature of the green.

HOLE STRATEGIES



PLAY IT SAFE Take your fairway shot just short of the first island fairway bunker. You'll have a nice and simple approach shot to one of the flattest greens in the entire game. An approach that sticks close to the pin has a definite shot at birdie—the main trick is to adjust properly for the wind.



BE AGGRESSIVE Take your fairway shot to the left of the fairway bunker so that it runs exactly between the left rough and the sand traps to the right. This opens up the risk of rolling into trouble on an errant tee shot—but a successful hit will give you an extremely easy approach to the green.

ST. ANDREWS / 10th HOLE

PAR 4 • YARDS / 296 (WHITE), 318 (BLUE), 379 (BLACK) • 10 HANDICAP

OVERVIEW

Named "Bobby Jones" after the golfing legend, the 10th hole shares the fairway of the 9th with the Boase's bunker to the right this time around. Look for four more sand traps along the right side as you approach the large green.



THE GREEN The green generally slopes downhill from front to back; the right side of the green is slightly lower than the left side.

HAZARD ZONES

1 FRONT SIDE BUNKERS You'll have to hit the ball really short from the black tees to come close to these hazards; otherwise, they pose no threat at all.

2 RIGHT SIDE BUNKERS Depending on your starting tee and driver strength, you may be able to reach this far up the fairway. If you aim for the fairway near these bunkers, shade your shot left to favor the rough on the left to steer clear of the sand traps.

3 BACK GREEN BUNKERS The green is so large, it's highly unlikely that these two small bunkers (which guarded the front of the green on the 8th hole) will ever come into play unless you really overshoot the green.

HOLE STRATEGIES



PLAY IT SAFE Play your tee shot just short of the area before the fairway narrows to the left. You might need to go to a wood club to do this, but it will reduce your aiming circle and keep your shot squarely in the fairway. You'll probably have about 120 yards remaining on the approach, which can be aimed directly at the pin on the very large green.



BE AGGRESSIVE The most aggressive play is from the white or blue tee if you have enough juice to reach the green on your first shot. The next aggressive play is to shoot up the left side of the fairway alongside the right bunkers to set up a short wedge pitch to the green. If you can't do either, stick to the safe approach.



TIGER WOODS
PGA TOUR #1

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

205

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ST. ANDREWS / 11th HOLE

PAR 3 • YARDS / 150 (WHITE), 172 (BLUE), 174 (BLACK) • 18 HANDICAP

OVERVIEW

The 11th hole is a “remix” of the 7th hole, played to the left side of the green from closer tees. The new pin placements on the left side of the green keep the famously deep Hill, Strath and Shell bunkers in play.



THE GREEN The left side of the green has a severe downhill slope from front to back with an especially sharp drop-off along the front edge to the fairway cut.

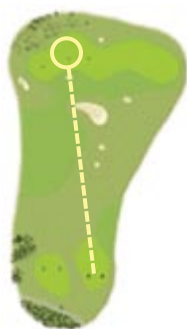
HAZARD ZONES

1 HILL BUNKER Now that the left side of the green is played on this hole, the Hill bunker to the left of the green becomes a much more significant hazard. The right face of this bunker is tall, and if your ball catches the bottom of it, you may be forced to hit a backwards shot away from the green to recover.

2 STRATH BUNKER This bunker sits on the green to the right of the front, and like the Hill bunker, has a tall front edge that might require a backwards shot away from the green to recover.

3 SHELL BUNKER This large bunker plays a less significant role here than it did on the 7th—however, it is still deep and dangerous, especially along the edges closest to the Strath bunker.

HOLE STRATEGIES



PLAY IT SAFE Depending on pin placement, you may be able to safely aim at the pin directly, or you might have to aim at a point just in front of the green between the Hill and Strath bunkers, or just to the left of the Strath bunker at the back of the green. Avoid the bunkers at all costs.



BE AGGRESSIVE Aim directly at the pin, but don't overshoot the green: A large dip behind the green will catch anything that travels long. Again, the top priority is to avoid the Hill and Strath bunkers, and if you're far from the hole on your birdie try, shoot conservatively with power so you don't overshoot the pin—especially if putting downhill.

ST. ANDREWS / 12th HOLE

PAR 4 • YARDS / 304 (WHITE), 314 (BLUE), 316 (BLACK) • 6 HANDICAP

OVERVIEW

The 12th hole features more island fairway bunkers—although most players can hit over them (if you can't, aim left of the bunkers). The last bunker closest to the green causes the most trouble for golfers. The fairway itself narrows just a little before it touches the green.



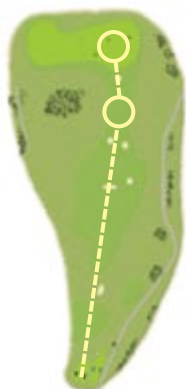
THE GREEN The center of the green is fairly flat, while the right-front side behind the bunker dips into a bit of a valley that will collect approach shots.

HAZARD ZONES

1 RING OF BUNKERS The ring of four bunkers in the middle of the fairway have been made fairly irrelevant by pro golfers who just shoot over them easily. You should too. The deepness of these bunkers makes laying up a rather unsafe option.

2 FINAL ISLAND BUNKER Unlike the ring of bunkers, most pro golfers can't clear this hazard as easily. Don't be afraid to catch the right or left edges of the rough short of the bunker as the fairway narrows—that's a much better fate than accidentally rolling into this sand hazard.

HOLE STRATEGIES



PLAY IT SAFE The ring of bunkers that sits in the middle of the fairway can cause headaches for anyone trying to lay up—as a result, the safer first shot is not a lay up but a strong tee blast that overshoots these bunkers altogether. There'll be just one island bunker left to avoid: If you can miss it left or right (or fall short), you'll be close to the pin.



BE AGGRESSIVE If you've got a massive driver, you can reach the green in a single shot. You might have to shoot over rough and spectators to get close, but it's possible if a bit insane. The other aggressive option is to overshoot the small fairway bunker closest to the hole and land on the right side of the green for a birdie putt.

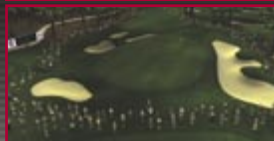


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

207

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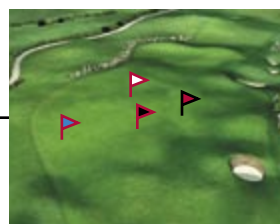
TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 13th HOLE

PAR 4 • YARDS / 377 (WHITE), 398 (BLUE), 430 (BLACK) • 12 HANDICAP

OVERVIEW

The 13th hole marks the return of the Coffins bunkers that mark the front of the fairway. The fairway is split in half by two small bunkers surrounded by a sea of green. The green itself is fronted by two more sand traps.



THE GREEN The green has some rolling bumps along the front and right sides, generally resulting in a break from right to left.

HAZARD ZONES

- 1 COFFINS BUNKERS** These will be a nightmare to your score if you land in them. You should avoid them by shooting left or right of their position—shooting over them is a very risky gambit that will spell disaster if you fall short.
- 2 STRIP OF ROUGH** The bunkers and rough dividing the fairway are generally easy to clear unless you're shooting out of a Coffins bunker—then your best second shot is short of this rough.
- 3 ROUGH TO THE LEFT** If you opt to play left of the Coffins bunkers, it's especially important to hit a strong and straight approach. If it veers left, it will land in this large sea of rough, ridges and bushes that sit left of the fairway.

HOLE STRATEGIES



PLAY IT SAFE Depending on your starting tee, there are two options for your shot. The less conservative safe play is to aim for the widest part of the fairway to the right of the Coffins bunkers. The ultra-conservative safe play is to aim for the fairway left of the Coffins bunkers—there's more fairway to be found here, and you can still hit a wood to the green.



BE AGGRESSIVE Shoot up the right of the fairway. Ideally, you should try to hit past the last Coffins bunker and land just short of the rough. At the very least, you should stay well right of these bunkers. This will set up a long approach shot that should sail over the remaining bunkers and onto the large green.

ST. ANDREWS / 14th HOLE

PAR 5 • YARDS / 487 (WHITE), 523 (BLUE), 581 (BLACK) • 2 HANDICAP

OVERVIEW

The 14th hole is long and tough, with a fairway split in half by a large ridge of rough. Avoid the bunkers to the left side of the fairway on the tee shot. In addition, don't get stuck in "Hell"—the aptly named bunker between the first and second halves of the fairway.

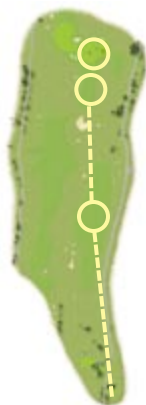


THE GREEN The green has a large ridge along the front that generally slopes downhill toward the back. The edges of the left bunkers also slope downhill.

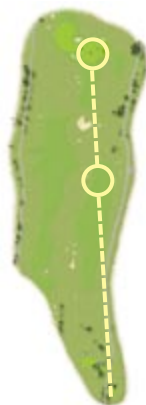
HAZARD ZONES

- 1 HELL BUNKER** The only thing worse than catching the rough between the fairway is somehow shorting a shot so bad that it lands here. This is the reason why you must lay up on your second shot if you catch the rough on your driver.
- 2 LEFT APPROACH BUNKERS** These sand traps are small and should not pose a big threat as long as you either lay up short of them on your approach, or aim well right and/or over them.
- 3 LEFT GREEN BUNKERS** The left side of the green is heavily protected by three deep bunkers, and playing an aggressive approach shot if the pin is nearby borders on insanity. You're much safer aiming well right of the pin and setting up a long putt instead.

HOLE STRATEGIES



PLAY IT SAFE Your first shot should shoot down the center of the first half of the fairway as far as possible—ideally, you want to nestle your aiming circle within the fattest section of this fairway. If you catch rough, lay up on your second shot; otherwise, shoot for the green on your second shot in an area just short of the bunkers for a short pitch/chip to the green.



BE AGGRESSIVE Trying to reach the green in two? That may or may not be feasible depending on your starting tee. Your first shot should reach the end of the fairway's first half to even have a chance at the green. This second shot will be extremely risky if the pin is near the bunkers—shade this shot well right to steer clear of any hazards.

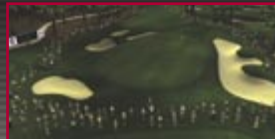


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 15th HOLE

PAR 4 • YARDS / 369 (WHITE), 401 (BLUE), 456 (BLACK) • 8 HANDICAP

OVERVIEW

The 15th hole features a sock-shaped fairway that narrows about 125 yards from the green. Look for a cluster of island bunkers in the middle of that narrow fairway area. A lone bunker guards the left side of the large putting surface.



THE GREEN The green is fronted by two ridges: One next to the left bunker and another at the right front corner. The area behind the ridges slopes downhill and to the right.

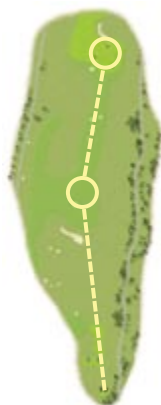
HAZARD ZONES

1 ISLAND FAIRWAY BUNKER This bunker causes the most headaches on the tee shot—especially from the black tees. It is absolutely essential to stay right or shoot over this bunker. Landing in it will add a shot (or two) to your score, as it is very deep.

2 FOUR ISLAND BUNKERS Generally, these bunkers are not as deep as the first one, but they should still be avoided nevertheless. If your first shot lands cleanly on the fairway, you should be able to easily clear these bunkers and reach the green.

3 LEFT GREEN BUNKER The left side of the green is guarded by this deep bunker. Your approach shot to the green should target the center or right side (depending on pin location) to keep this hazard out of reach.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot up the right side of the fairway to the right of (or just past) the first island fairway bunker on the left. Avoiding this bunker and the rough along the right edge is the key to reaching the green in two. You may have a long birdie putt as a result, but you'll be in a perfect position to save par with a conservatively powered stroke.



BE AGGRESSIVE The aggressive strategy is similar to the safe strategy—however, depending on your starting tee, you may be able to reach the four island bunkers on your drive. You must lay up just short of them to ensure that easy second shot onto the green. Trying to shoot over (or around) them is just way too risky to attempt.

ST. ANDREWS / 16th HOLE

PAR 4 • YARDS / 325 (WHITE), 351 (BLUE), 424 (BLACK) • 14 HANDICAP

OVERVIEW

The 16th hole puts the Principal's Nose bunkers back in play, this time just in front of the narrow fairway stretch to the green. An out-of-bounds fence runs along the right side of the fairway all the way to the green—so there's not much space to work with on that side.



THE GREEN The right side of the green has a bump that runs through the center; the left side of the green is lower than the right side.

HAZARD ZONES

1 TRIPLE TROUBLE BUNKERS You definitely want to stay out of this mess by aiming short of these bunkers on your tee shot—especially from the black tees. You can try to play past them, but then your aiming circle might be big enough to touch the edges of the bunkers to the left or the out of bounds area to the right, which opens yourself up to a disastrous drive.

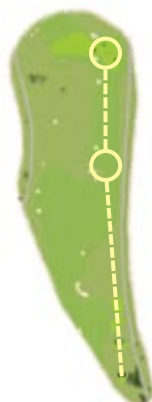
2 RIGHT-SIDE FENCE The fence marks the out of bounds area and should be treated as if it were water: Avoid it at all costs.

3 GREEN BUNKER This bunker closest to the green can be approached two ways depending on pin placement: Aim to the left of it if the pin is near the bunker, or aim right of it if the pin is by the fence.

HOLE STRATEGIES



PLAY IT SAFE Land your first shot short and to the right of the triple bunkers along the left edge of the fairway. This will set up a long shot to the green, which you should send right of the bunker. This is safer because the shot travels over more fairway. Don't get your aim too close to the right edge though: You don't want your ball to bounce out of bounds.



BE AGGRESSIVE Shoot your tee shot just like the conservative play; however, from the shorter tees you may be able to shoot past the triple bunkers to the narrow part of the fairway. For pin placements behind the bunker closest to the green, you can try an approach shot that lands behind the left side of that bunker—you will wind up with a shorter putt for birdie.

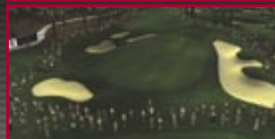


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

211

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TIGER WOODS
PGA TOUR 07

ST. ANDREWS / 17th HOLE

PAR 4 • YARDS / 426 (WHITE), 455 (BLUE), 461 (BLACK) • 4 HANDICAP

OVERVIEW

The 17th is the famous “Road” hole that begins with a blind shot over some buildings onto the fairway, which pinches tightly past the halfway point to a green guarded by a lone bunker. Aggressive shots can overshoot the green and bounce onto the roadway beyond.



THE GREEN The green generally slopes away from the road, although the ridge by the bunker creates a steep counter-slope toward the road. The back of the green runs downhill.

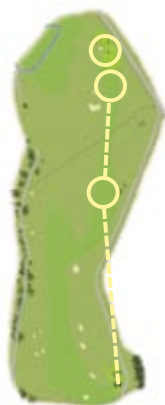
HAZARD ZONES

1 BLIND BUILDING SHOT Your tee shot has to clear these buildings that sit between the tees and the fairway—you must make sure you execute a straight and powerful swing to make sure you safely clear the buildings and reach the fairway.

2 NARROW FAIRWAY Ideally, you should aim for the widest part of the fairway, marked by two bushes to the right. You might need to switch clubs to hit this “sweet landing spot.”

3 ROAD BUNKER AND WALL This sand trap fronting the green can be avoided by laying up short and bouncing onto the green. Don’t overshoot the spectators along the back edge of the green either—you could very well sail out of bounds.

HOLE STRATEGIES



PLAY IT SAFE Play your first shot over the buildings squarely on the fattest part of the fairway (use the bushes along the right side as a yardage marker). From there, lay up short of the green, using an iron shot with forward roll to get on the green and closer to the pin. This will set up a long birdie putt—but at least you won’t have to worry about overshooting the green.



BE AGGRESSIVE Take the driver shot farther down the fairway just before it meets the path that cuts across the fairway. You’ll be able to set up a more aggressive approach shot from here if you’re on the fairway; if you catch rough instead, dial back the aggressiveness and just lay up in front of the green instead.

ST. ANDREWS / 18th HOLE

PAR 4 • YARDS / 342 (WHITE), 354 (BLUE), 357 (BLACK) • 16 HANDICAP

OVERVIEW

The 18th hole shares the same fairway as the 1st, featuring a green that sits right of the clubhouse. The approach is bunker-free, but the various dips and valleys—combined with the out-of-bounds fence that runs to the right—don't make the final hole a cakewalk.



THE GREEN The front edge of the green slopes sharply downward into the “Valley of Sin”; the general break is from right to left across the wide green.

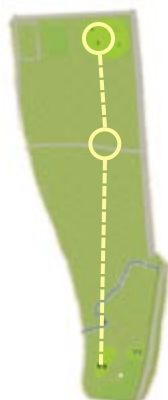
HAZARD ZONES

1 SWILCAN BRIDGE This stone bridge (or the Swilcan Burn itself) is too close to the tees to pose a hazard, but it should be noted as one of the more famous (and heavily photographed) landmarks at St. Andrews. Enjoy a view of it during the introductory fly-by.

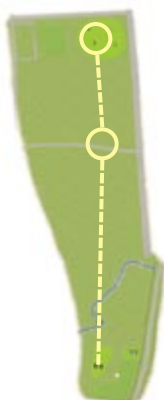
2 OUT OF BOUNDS FENCE The fence that lines the back of the green and the right side marks the out of bounds boundary: Obviously, you don't want to hit your shot too close to the right side or overhit your approach to the green.

3 VALLEY OF SIN This deep grass-filled ditch sits in front of the green, ready to catch anything that falls short of the hole. If you land here, just add extra loft on your approach shot to the green.

HOLE STRATEGIES



PLAY IT SAFE The fairway is wide and inviting. Stay away from the right edge and blast straight at the green. Don't worry if you roll into the “Valley of Sin”—you can easily play out of it by adding a little loft on your approach to the green. The goal is to land safely on the large green (don't shoot over the back fence) in just two shots for a birdie opportunity.



BE AGGRESSIVE The aggressive approach plays in the same manner as the safe approach—the green is more than wide enough to accept an aggressive approach to the hole. This hole provides a really good birdie opportunity to close out one of the world's most historic golf courses.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

213

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Did you know?

It's estimated that 120,000 to 150,000 balls per year are recovered from the waters surrounding the green of the famous 17th island hole.



TPC AT SAWGRASS

🇺🇸 PONTE VEDRA BEACH, FLA. • YEAR OPENED / 1981 • PAR / 72 • DISTANCE / 6,954 yards • ARCHITECT / Pete Dye



COURSE HISTORY

The Stadium Course at the Tournament Players Club (TPC) at Sawgrass is built on Florida swampland that has been transformed into a world-class course for both players and spectators. It is the annual home of The Players Championship.

This course was the first to introduce the concept of “stadium golf”, in which the course is designed with raised mounds to give spectators excellent views of each hole. When Pete Dye first introduced the Stadium Course to pro golfers in 1981, it was met with howls of frustration—it was too wild and too tough. Dye smoothed out some of the greens and toned down the challenge level, and since then, this course has become one a favorite of both pros and amateurs alike.

COURSE OVERVIEW

You must earn \$10,000 to unlock this course—but that cost of admission is definitely worth every penny, even if only for the course’s signature 17th island hole. This short par-3 hole has no fairway—just water—and no lead is safe when you reach the tee (especially when winds are swirling). Meanwhile, the 18th hole is ranked most difficult because it demands a long and accurate driver to avoid the lake that borders the left side of the hole.

Because of its swampland origins, the course is sprinkled with small lakes and streams—some are there for decoration, while others are true hazards. In addition, The Stadium Course has some of the biggest sand traps in the game, many of which run alongside the fairways.

TPC AT SAWGRASS / 1st HOLE

PAR 4 • YARDS / 331 (WHITE), 364 (BLUE), 388 (BLACK) • 12 HANDICAP

OVERVIEW

The 1st hole features a tricky fairway that makes a right-curve detour around a gigantic pair of bunkers—a super-size-trap trend that will persist throughout the course. The front of the fairway is guarded by a water hazard and bunkers to the right.



THE GREEN The surface is rather tame for the most part, with a bump along the back right edge and a green that slopes slightly from left to right.

HAZARD ZONES

- 1 WATER WORLD** This thin pool of water is more decoration than hazard, but it serves as an omen of wet hazards ahead.
- 2 RIGHT FAIRWAY BUNKER** This is the biggest hazard off the tee—a first shot that veers right. Shade your aiming point toward the left-center part of the fairway as a little extra insurance to avoid this hazard.
- 3 LEFT FAIRWAY BUNKERS** If you land on the fairway on your first shot, you should be able to keep these bunkers safely out of play. Aim for the right-center of the green if you're worried about your shot falling short.

HOLE STRATEGIES



PLAY IT SAFE Play the first shot to the end of the fairway just before it breaks right. Favor the left side of the fairway to avoid the water and sand that runs up along the right side. Your second shot should aim for the front or center of the green (depending on pin placement) and should safely carry over the bunkers in between that path.



BE AGGRESSIVE The aggressive strategy on this hole is identical to the safe strategy. Even if you have the power to carry a shot farther up the fairway, such a shot would have to travel over the bunkers to the left as well as water—a proposition that isn't worth the risk if the shot were to fall short or veer right.

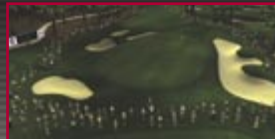


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TPC AT SAWGRASS / 2nd HOLE

PAR 5 • YARDS / 456 (WHITE), 511 (BLUE), 520 (BLACK) • 16 HANDICAP

OVERVIEW

The 2nd hole gets tricky for players trying to reach the green in two. Such an approach shot must clear two narrow bunkers that hug the right side of the fairway as well as a water hazard. The sides of the green are also protected by sand traps.



THE GREEN The green slopes from front to back, and the overall break is from right to left as you approach the hole.

HAZARD ZONES

- 1 TREES TO LEFT** The trees along the left side do hang over the fairway just a little bit, so you should shoot your tee shot with care (meaning a low-loft shot or punch shot) so that you don't accidentally brush any branches.
- 2 RIGHT BUNKERS AND WATER** This cluster of hazards will only come into play if you either overshoot your driver (unlikely) or try to reach the green in two (much more likely). The safer play is to lay up short of the green while favoring the left side. This will reduce your travel time over these hazards.
- 3 GREEN BUNKERS** These four sand traps around the pin can be avoided by aiming for the back of the green.

HOLE STRATEGIES



PLAY IT SAFE Take your tee shot as far up the fairway as you can, favoring the left side and landing short of the bunker to the right. You might need to take off a little loft from your tee shot to avoid any low-lying branches from trees along the left edge. Take your second shot and lay up just before the end of the fairway to set up a stress-free approach shot.



BE AGGRESSIVE With enough juice and a favorable tee placement, you can reach the green in two. It's essential that your first shot stay on the fairway and run up along the left side of the fairway for as long as possible. Otherwise, your second shot will have to clear the water and bunkers to the right, which is a much more dangerous play.

TPC AT SAWGRASS / 3rd HOLE

PAR 3 • YARDS / 121 (WHITE), 139 (BLUE), 162 (BLACK) • 18 HANDICAP

OVERVIEW

The 3rd hole offers a short but difficult shot off the tee that must clear water and a large bunker fronting the short fairway, which leads to a two-tiered green. Shots that sail over the green will likely catch the bunker at the rear.



THE GREEN The back of the green is raised and slopes from left to right, while the front is relatively flat with a slight break toward the water.

HAZARD ZONES

1 PRETTY WATER The water shouldn't come into play unless you really miss short or right—but chances are, you'll most likely land in sand before hitting water.

2 FRONT BUNKER This large bunker is unlikely to catch anything that falls short of the hole: There's enough room in front of the green to land an iron shot comfortably.

3 LEFT BUNKER This is the sand trap most likely to cause trouble on this hole—especially for pin placements that sit on the left side of the green. The safe play is to aim towards either the front of the hole (the ball will roll after hitting the fairway) or right of the hole.

HOLE STRATEGIES



PLAY IT SAFE Aim for the border between the fairway and the front of the green, then add spin control to roll the ball toward the general direction of the hole. No matter where your ball lands, it'll likely stay out of the rough to the right or the sand to the left—and if it sits on the green, you'll have a true chance at birdie.



BE AGGRESSIVE You can opt for a more aggressive aim closer to the pin, but shade your shot right to steer clear of the bunkers and rough to the left. Whether you play safe or aggressive on this hole, the 3rd hole offers the first legitimate chance for birdie on the Stadium Course—take advantage of it while you can.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

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TIGER WOODS
PGA TOUR 07

TPC AT SAWGRASS / 4th HOLE

PAR 4 • YARDS / 295 (WHITE), 339 (BLUE), 380 (BLACK) • 10 HANDICAP

OVERVIEW

The 4th hole features a snake-like sand trap that shoots up along the right side of the fairway—and to the right of the sand is water. The green (protected along the back and right sides by bunkers) is separated from the fairway by yet more water.



THE GREEN The left and front side of the green slopes rapidly toward the water. The back of the green is slightly raised while the right side is generally flatter.

HAZARD ZONES

- 1 TREES OFF THE TEE** One might consider this a “hidden” hazard: In the zeal to try and keep the ball left of the hazards, you might overcompensate too far left and hit these trees instead. Position the aiming circle slightly left on the tee shot, but keep the left analog stick motion as smooth and straight as possible.
- 2 RIGHT FAIRWAY BUNKER** This bunker will catch any player who misses right of the fairway on their tee shot—the water to the right of this bunker will stay out of play for the most part.
- 3 STREAM BY THE GREEN** This is the much more dangerous stretch of water on this hole: If you land in the rough or the bunker on your tee shot, the safest play is to land short of this hazard rather than try to push the ball over it.

HOLE STRATEGIES



PLAY IT SAFE Consider going from driver to wood on your first shot: Although this lengthens your approach on your second shot, it reduces the size of your aiming circle and thus increases your chance of landing on the fairway. Unless you’re absolutely sure you can clear the water safely, you should lay up short of the water on your second shot.



BE AGGRESSIVE Get as much distance as you can from your driver, shading your aiming point toward the left side of the fairway. Even if you land in rough, you “should” (meaning it’ll be risky but possible) be able to hit the green—you’ll just have to overpower your shot with a bigger club. Aim for the back of the green to avoid the slope along the front.

TPC AT SAWGRASS / 5th HOLE

PAR 4 • YARDS / 406 (WHITE), 420 (BLUE), 454 (BLACK) • 4 HANDICAP

OVERVIEW

The 5th hole is a dogleg right that features bunkers along the front edge of the fairway—the sand on the right stretches to the midpoint of the fairway. The approach to the deep but narrow green is complicated by another string of bunkers to the right of the fairway's finish.



THE GREEN The large green slopes downhill slightly from back to front, and the general break is from left to right.

HAZARD ZONES

- FIRST FAIRWAY BUNKERS** The bunker to the right is larger and poses the greater risk than the one to the left—however, the fairway should be wide enough to accept a clean shot right down the middle.
- LEFT WATER AND BUNKER** The pond and sand to the left of the fairway shouldn't pose any trouble unless you really crank the ball far. If you have the distance to reach this sand, use spin to roll the ball to the right as it lands. This should help you steer clear of this hazard.
- RIGHT FAIRWAY BUNKER** These bunkers cause a big headache on approach shots: You can opt to aim left of this hazard or aim for the back of the green—with this latter approach, though, don't use too much power and overshoot the green.

HOLE STRATEGIES



PLAY IT SAFE Get enough distance on the driver to reach the end of the fairway just before it curves right. This sets up an approach shot that should aim for the left-front side of the green—this reduces the flight path over sand to the target—although any shot left short could catch the bunker. In any case, you'll be close enough to set up an easy approach to save par.



BE AGGRESSIVE The aggressive approach is similar to the safe approach, but on your second shot, try to stick it on the green with a more direct shot either towards the pin or the back-center area of the putting surface. You must land your approach on the green to stand any chance of setting up a birdie putt.

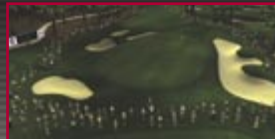


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

219

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TIGER WOODS
PGA TOUR 07

TPC AT SAWGRASS / 6th HOLE

PAR 4 • YARDS / 328 (WHITE), 351 (BLUE), 381 (BLACK) • 14 HANDICAP

OVERVIEW

The tee shot on the 6th hole must clear water and two bunkers to the left to reach the fairway, which is split by rough just before reaching the two-tiered green. Four bunkers of varying sizes fortify the left side of the green.



THE GREEN The slightly elevated green slopes downhill from left to right as well as back to front.

HAZARD ZONES

- 1 TREES BY THE TEE** If the low-hanging branches overhanging the tee locations scare you (they may or may not be visible depending on where you start), consider lowering the loft on your tee shot a little to sail under these branches without fear. But for the most part, only poorly hit high-loft shots have any real chance of touching these tree branches.
- 2 LEFT FAIRWAY BUNKERS** A well-struck tee shot will keep these hazards clear for the most part—aim just right of center and spin the ball a little to the right if you're veering left on the first shot.
- 3 LEFT GREEN BUNKERS** If you hit a solid fairway shot off the tee, you should aim just right on the approach to steer clear of these sand traps.

HOLE STRATEGIES



PLAY IT SAFE Aim your first shot just right of center on the fairway as far as you can—add forward roll and power boost to your shot if possible. Your second shot should aim squarely at the right-center of the green. This way, even if the approach falls short, there'll be a little fairway to possibly land on.



BE AGGRESSIVE A definite birdie opportunity exists on this hole, but it all hinges on getting that tee shot on the fairway. This is the only sure way to set up an approach that has any chance of sticking on the green. Your second shot can shade closer to the pin, but try to keep your aiming circle as close to the center of the green whenever possible.

TPC AT SAWGRASS / 7th HOLE

PAR 4 • YARDS / 376 (WHITE), 403 (BLUE), 439 (BLACK) • 2 HANDICAP

OVERVIEW

The 7th hole is a slight dogleg right that features an enormous sand trap that stretches through much of the left side of the fairway. To cut the dogleg, players must shoot over two large sand traps on the right side as you approach the green.



THE GREEN The green generally slopes from back to front, and two bumps along the left side create a number of dips for putts to roll into—especially near the back left edge.

HAZARD ZONES

1 TREE TO THE LEFT Avoid this tree at all costs off the tee shot—even brushing it could send your ball into the water to the left or into some rough well short of the fairway.

2 LEFT FAIRWAY BUNKER Some might recommend shooting for the left side of the fairway to set up a safer approach to the green, but I prefer aiming right—because shooting out of rough is generally more predictable than shooting out of sand.

3 RIGHT FAIRWAY BUNKERS These hazards will only come into play if you land in rough or sand on your tee shot. Rather than try and sail over them with a power shot, consider aiming left of them to just get back onto the fairway safely.

HOLE STRATEGIES



PLAY IT SAFE Shoot your first shot down the right side of the fairway—to do this, you'll have to hang your aiming circle over a good chunk of rough, but that's preferable to the bigger hazard to the left. Add left spin off your tee shot so it rolls back toward the center of the fairway upon landing. This sets up a nice approach: Aim at the center of the green.



BE AGGRESSIVE Your first shot should shoot down the right side of the fairway as well (similar to the safe shot), but you can get more aggressive with your aiming on the approach shot. Target the pin, but don't overpower your ball or it may roll off the back side of the green. Stick your approach near the pin to set up a nice birdie putt.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

221

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TPC AT SAWGRASS / 8th HOLE

PAR 3 • YARDS / 162 (WHITE), 201 (BLUE), 215 (BLACK) • 8 HANDICAP

OVERVIEW

The 8th hole is rather difficult as a result of its length—usually requiring a long iron or wood to reach the large sloping green. There's a small patch of fairway to work with in front, but the entire landing zone is surrounded by bunkers of varying sizes.



THE GREEN The green runs mainly uphill from front to back; the left side is generally more active with a bump that breaks putts toward the middle of the green.

HAZARD ZONES

1 WATER AND FRONT BUNKER Even from the black tees, these hazards should not come into play at all.

2 BACK SIDE BUNKERS The ring of bunkers along the back side comes into play usually when someone overshoots the green with too big of a club or too much power boost—the best way to rectify this is to aim short of the green and try to bounce onto it instead.

3 LEFT/RIGHT BUNKERS The bunkers in front of the green come into play only if you shank the ball left or right on the tee shot. The top causes for such a shot are either an accidental fade or draw while swinging, or not compensating enough for wind.

HOLE STRATEGIES



PLAY IT SAFE The safest landing point is with an iron aimed at the border between the short fairway and the green. Use a little extra power boost and spin control to push the ball closer to the pin—a well-struck tee shot will put you safely on the front half of the green. Get your birdie shot close enough to two-putt for par.



BE AGGRESSIVE In theory, you can aim closer to the pin with a high-loft shot to kill some forward roll—but the risk of overshooting the green really isn't worth the reward. Like with the safe approach, aim at the center of the green or aim short of it, and instead try to roll the putt after landing using spin control to set up a birdie putt.

TPC AT SAWGRASS / 9th HOLE

PAR 5 • YARDS / 514 (WHITE), 554 (BLUE), 582 (BLACK) • 6 HANDICAP

OVERVIEW

The 9th hole features a fairway split by water halfway up. The first half of the fairway is bordered by a long thin stretch of sand to the right. The second half has a long bunker along the left that points to a well-protected green.



THE GREEN The green is relatively quiet on the left side as it breaks to the right. A large hump along the right edge creates a dip along the back-right side for putts to roll into.

HAZARD ZONES

1 RIGHT FAIRWAY BUNKER The fairway should be wide enough to keep the aiming circle clear of this hazard, but if you're worried about it, shade your aiming point a little left of center as added insurance.

2 STREAM IN THE MIDDLE This is the big hazard for heavy hitters who can power the ball to the end of the fairway's first half. Don't get too aggressive with power on your first shot.

3 TREES AND LEFT BUNKER Most people trying to reach the green in two will have to sail over this bunker and past the trees—make sure to aim for the right side of the green rather than the left to avoid landing here or scraping the nearby branches.

HOLE STRATEGIES



PLAY IT SAFE Aim for the center of the widest part of the fairway on your first shot, taking care not to roll into the water in case you have enough power to reach it. Lay up your second shot to the right of the bunker on the center of fairway, just before it narrows and jogs left. This sets up an easy approach shot that you can aim either at the pin or the middle of the green.



BE AGGRESSIVE The aggressive first shot is to land the ball on the center of the fairway, but roll on the landing so it heads closer to the water's edge. This is a high-risk set-up that creates a shorter approach shot. You'll face a challenging second shot over bunkers to attempt a landing on the green—try to bounce onto the green from the end of the fairway if possible.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

223

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TIGER WOODS
PGA TOUR 07

TPC AT SAWGRASS / 10th HOLE

PAR 4 • YARDS / 335 (WHITE), 373 (BLUE), 415 (BLACK) • 11 HANDICAP

OVERVIEW

The 10th hole is a dogleg left with yet another split fairway—this time, a hook-shaped bunker protects the front and right side of the second half of the fairway. A long sand trap protects the left side of the fairway's first half.



THE GREEN The right side generally breaks toward the bunker; the left side is a bit more unpredictable because of some wavy bumps along the left side.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER This long stretch of sandy real estate will catch anything that sails left from the tee. Depending on how short you land, you'll most likely have to aim for the end of the first half of the fairway and lay up, rather than try to reach the second half with an unpredictable power blast.

2 RIGHT FAIRWAY BUNKERS You'll most likely land here on an errant approach that starts from rough/sand or completely misjudges wind. If you land in sand close to the green, you may be able to blast your way toward the pin, but if you land along the far right edge, you might want to land on the second half of the fairway instead rather than risk landing back in the sand—just in case your attempt to reach the green falls short.

HOLE STRATEGIES



PLAY IT SAFE The first half of the fairway is narrow enough to consider the possibility of going with a smaller club (such as a wood) to decrease the size of the aiming circle. This will increase the chance that your tee shot stays on the fairway. You'll still have a nice approach to the green: Aim for the left-front or left-back side to keep the right bunker safely away.



BE AGGRESSIVE Push up the fairway with the driver and try to land just short of the bunker that splits the fairway in two. This sets up a closer approach shot, which you can aim for the left side of the green (like in the safe approach) or attempt to land closer to the pin to secure a birdie opportunity.

TPC AT SAWGRASS / 11th HOLE

PAR 5 • YARDS / 464 (WHITE), 509 (BLUE), 529 (BLACK) • 7 HANDICAP

OVERVIEW

Players on the 11th hole have to shoot over sand on their first shot, and water plus even more sand on their approach to the second half of the fairway (or green—depending on your appetite for risk). Reaching the green in two shots is a task fraught with peril.



THE GREEN The bean-shaped green has two raised ridges along the left side that create two valleys in front of them; the right side drops off toward the water.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER Some players will come up short of this bunker, while others will have enough power to shoot to the right of it. In either case, avoid it to prevent creating a difficult second shot over water.

2 FAIRWAY PENINSULA This isn't a hazard per se, but most players really have no business tickling the end of this fairway to set up a shot to the green that must go over both water and sand to succeed. When in doubt, aim for the second half of the fairway on your second shot rather than the end of this stretch of fairway.

3 RIGHT FAIRWAY BUNKER This bunker protects both the second half of the fairway and the green—aim left or long to stay clear of it.

HOLE STRATEGIES



PLAY IT SAFE Get as much power boost as you can off the tee shot—especially from the black tees—to clear the bunker in front of the fairway. The second shot should aim for the center of the second part of the fairway to the left to set up an approach shot to the pin. Aim for the center of the green and use backspin so the ball doesn't roll into the water.



BE AGGRESSIVE The aggressive play depends on how much distance you can get off your driver (which is dependent on golfer stats and your starting tee). In theory, you can punch up the right side of the fairway and try to get to the green in two—but the multitude of hazards makes the approach shot among the toughest on the course. Proceed at your own risk.

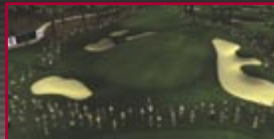


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

225

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TIGER WOODS
PGA TOUR 07

TPC AT SAWGRASS / 12th HOLE

PAR 4 • YARDS / 280 (WHITE), 325 (BLUE), 353 (BLACK) • 15 HANDICAP

OVERVIEW

The 12th hole begins with a tee shot that must clear a long stretch of water as well as a large bunker that sits to the right of the fairway. Between the end of the fairway and green is another large bunker that has to be lofted over.



THE GREEN The green dips downhill along the left edge; the right side has a slight bump along the back that tends to roll putts off the green.

HAZARD ZONES

- 1 RIGHT FAIRWAY BUNKER** Now, you really have to shank the ball right to reach the sand here; staying in the rough is a better possibility. In either case, you may not have enough power from here to reach the green—lay up toward the end of the fairway instead.
- 2 FRONT GREEN BUNKER** Players can easily sail over this obstacle onto the green on an approach shot—assuming you're playing from the fairway. If you're hitting from rough, this becomes a much more significant hazard.
- 3 HIDDEN GRASS BUNKERS** The small sand trap to the left of the green may not appear to be too much trouble, but this side is also marked with deep grass-only bunkers that should be avoided by aiming for the center of the green on the approach.

HOLE STRATEGIES



PLAY IT SAFE If the fairway is too narrow for comfort for your aiming circle, bring out the wood or longest iron to provide a smaller circle that fits the fairway better. Even with the smaller club, this should still set up a nice high-loft approach shot with a wedge that you can stick on the middle to the green (or closer to the pin) for a possible birdie putt.



BE AGGRESSIVE In theory, you could go with a bigger club on the tee shot, but the hole is so short for a par 4—even from the black tees—that it doesn't make sense to be aggressive with a driver just to reach the end of the fairway. The safe approach will still get you a birdie; the relatively large size of the green helps with the approach.

TPC AT SAWGRASS / 13th HOLE

PAR 3 • YARDS / 132 (WHITE), 162 (BLUE), 172 (BLACK) • 17 HANDICAP

OVERVIEW

The 13th hole has no fairway but plenty of sand for shots that fall short. The fate of shots that veer left of the green is even worse: There's nothing but water to be found. Two small bunkers protect the front side of the green.



THE GREEN The left side of the green slopes toward the water, while the right rear corner slopes toward both the back and front due to a small ridge there.

HAZARD ZONES

1 WATER WOES The stream that runs along the left edge of the green is public enemy number one when it comes to making par on this hole. If you deliberately aim right toward the small patch of fairway in front of the green, it'll reduce your chance of taking the ball on a swim.

2 FRONT FAIRWAY BUNKER The largest sand trap on the course will catch anything that falls short of the green. Hitting out of this long stretch is dangerous in itself, so it's vital that you get a clean and full-powered shot off the tee.

3 SMALL GREEN BUNKERS As far as bunkers go, they should be avoided (of course) but they're not too difficult to shoot out of. Don't worry too much if your aiming circle clips them—worry more instead about staying away from the water.

HOLE STRATEGIES



PLAY IT SAFE Aim the first shot away from the water, with a aiming circle position close to the right-front side of the green. Make sure to catch as much fairway and green as possible with your aiming circle, and shade it a little right to avoid the small left bunker. With some roll, you may be able to bounce the ball toward the green.



BE AGGRESSIVE The water hazard along the left makes the safe approach the best approach, but if the pin is on the left side toward the green, you can be a little more gung ho and aim for the back-right side of the green instead. You can also opt for a direct approach, but the long run of water and rough along the left side make that a very dangerous idea.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

227

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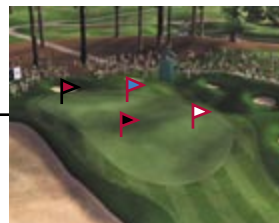


TPC AT SAWGRASS / 14th HOLE

PAR 4 • YARDS / 370 (WHITE), 418 (BLUE), 455 (BLACK) • 3 HANDICAP

OVERVIEW

The 14th hole features an offset fairway that bends right and narrows considerably as it approaches the green. Shots that miss left of the fairway will either kiss sand or possibly even water that runs along the left side of this hole. The green is surrounded by bunkers.



THE GREEN The green is relatively flat except for some raised edges along the right side and a dip along the right side toward the nearby bunker.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER/WATER This is the penalty you'll pay if your shot veers left of the fairway. Shade your aiming circle along the right edge of the fairway to keep this hazard as far away as possible.

2 LEFT BUNKER CONTINUED The bunker to the left forces the fairway to narrow. For the most part, you don't want to try and land your ball on any part of the narrowed fairway. Instead, your best bet is a direct approach to the green with a high loft shot that targets the front of the green or the back (depending on pin placement).

3 REAR BUNKERS Don't put too much power or forward roll on your approach shot, or you may end up in the rough or bunkers behind the green.



HOLE STRATEGIES



PLAY IT SAFE Try to shade your driver shot just right of center to maximize the "landing pad" for your ball in case it lands a little short. It's essential that your tee shot not veer left—stay out of the sand and the water no matter what! A solid landing on the fairway sets up a nice approach shot to the fairly narrow green.



BE AGGRESSIVE Your driver shot should roll as far forward as possible without reaching the sand as the fairway cuts right. This will set up a close approach shot that will allow you to get your aiming circle closer to the pin. Shade your aim toward the middle of the green to keep an equal distance away from the bunkers surrounding the pin.

TPC AT SAWGRASS / 15th HOLE

PAR 4 • YARDS / 359 (WHITE), 413 (BLUE), 440 (BLACK) • 5 HANDICAP

OVERVIEW

The 15th hole plays over water to a fairway guarded along the right edge by yet another long bunker. A sand trap splits the fairway in two, and the green is protected by a large bunker to the left and two small sand hazards on the right-front side.



THE GREEN The green is a bit wavy from front to back, with a dip that runs across the middle right side and a hump on the back left edge.

HAZARD ZONES

1 WATER AND FIRST RIGHT BUNKER A solid first shot—even from the black tees—should easily clear the water in front of the fairway. The bigger worry is the long stretch of sand that shoots up the right side. Avoid it by aiming for the left-center of the fairway with your driver and adjust the landing with spin control.

2 FAIRWAY DIVIDER The path and bunker that split the fairway in two are easily avoidable by aiming directly for the green on your second shot.

3 GREEN BUNKERS The sand traps around the green—especially the two on the right—are rather shallow. But don't overhit your approach to the left, or else two hidden grass craters may catch your ball.

HOLE STRATEGIES



PLAY IT SAFE Land on the fairway just left of center to steer clear of the bunkers to the right. This will give you a chance to reach the green in two comfortably—there probably won't be any need to lay up unless your first shot happened to catch rough or sand. Sand squarely on the center of the green for a birdie attempt.



BE AGGRESSIVE Land on the fairway just right of center—although this places you closer to the bunkers, it sets up an easier and more direct second shot. From here, an iron approach to the green is relatively easy to do, since the bunkers along the right sides are relatively small. Aim for the center of the green to set up a chance at birdie.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

229

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TIGER WOODS
PGA TOUR 07

TPC AT SAWGRASS / 16th HOLE

PAR 5 • YARDS / 438 (WHITE), 491 (BLUE), 497 (BLACK) • 9 HANDICAP

OVERVIEW

The 16th hole features a tee shot that must sail over water to a relatively sand-free fairway (just look for a small bunker to the right). A patch of rough pinches the fairway—and after that point, water hugs the right side of the fairway all the way to the green.



THE GREEN The two-tiered green slopes from left to right toward the water. The front left side of the green is raised slightly.

HAZARD ZONES

- 1 WATER'S RIGHT EDGE** Unless you have a monster driver, you won't reach the water's edge on your first shot. However, you should worry about your first shot carrying into the rough. If that happens, you should return to the left side of the fairway rather than try to play any rough shot over the water.
- 2 GROVE OF TREES** Two trees sit surrounded by straw to the left of the fairway; your ball might land here if your second shot veers too far left (usually the result of trying to aim left to avoid the water). However, the straw is easy to pitch out of, so don't worry if you land here.
- 3 LEFT GREEN BUNKERS** The bunkers on the back side are deep, so don't use too much power if you try to approach over the water.

HOLE STRATEGIES



PLAY IT SAFE Drive your first shot as far down the fairway as possible, favoring the left side to keep the forward roll away from the water. It may be possible to reach the green in two from here, but the safer approach is to lay up with a shorter iron just to the right of the trees sitting left of the fairway. This sets up a safe and short pitch aimed directly at the pin.



BE AGGRESSIVE The aggressive approach is to get to the green in two, starting by getting as much distance as you can with your driver. Try to use forward spin so the ball rolls up the left side of the fairway. This will shorten the distance you need to travel over water. Aim your approach for the left-front side of the green so it has room to roll toward the pin location.

TPC AT SAWGRASS / 17th HOLE

PAR 3 • YARDS / 97 (WHITE), 121 (BLUE), 132 (BLACK) • 13 HANDICAP

OVERVIEW

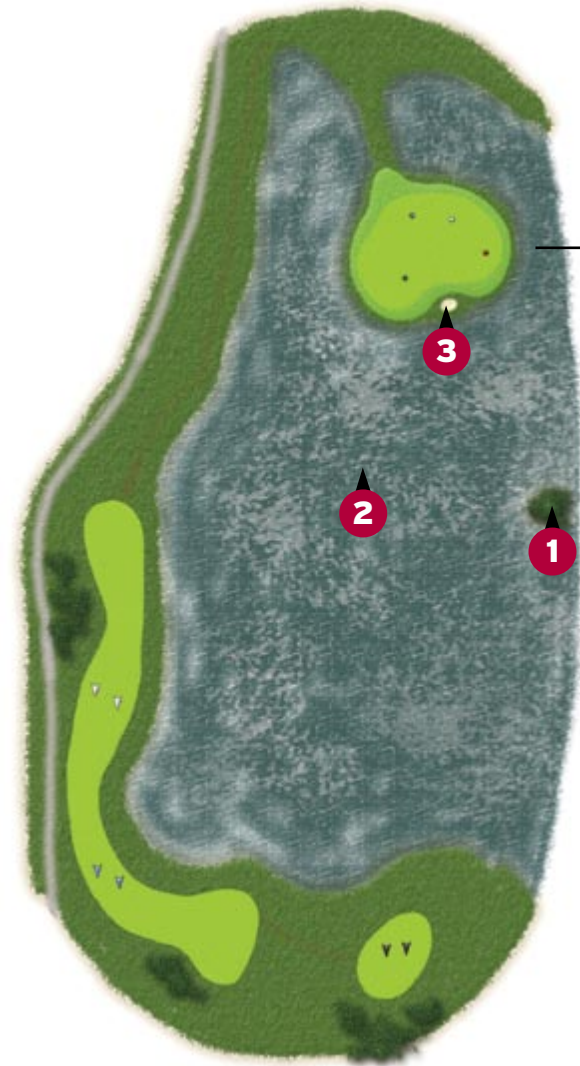
There is no margin for error on the 17th hole: Either land on the green or land on the water. A small sand trap along the front of the green is for those who land short—one of the few hazards players will be happy to land into given the alternative.



THE GREEN The two-tiered green is relatively raised and flat along the middle and back sides; the left and right front edges slope down slightly.

HAZARD ZONES

- 1 THE TREE** The tree is more of a decoration for the 17th. Many golfers use it to help gauge wind. You should use your heads-up display to gauge wind, of course—and not the tree.
- 2 WATER EVERYWHERE** There's water all around the green save for a small strip of green so that golfers can walk to their balls.
- 3 SMALL BUNKER** Your ball will land here if it falls short of the center of the green, and although it'll require a wedge shot to escape, at least you'll still have a fighting chance of making par. Be happy if you land here.



HOLE STRATEGIES



PLAY IT SAFE There is no magic formula to the 17th hole: You either target the center of the green for a birdie or par, or land in the water for a sure bogey. Club selection and adjusting for wind are the two most important keys to success here. Adding loft to your shot may also help the ball stick a little better on landing—but note that such shots are more sensitive to wind.



BE AGGRESSIVE There's no reward for being aggressive here. Just aim for the center of the green and stick it. A birdie putt is possible from nearly any point on the green, but if the pin is along the front, make sure not to use too much power, or else the ball may roll into the fringe surrounding the green. Again, make sure to compensate for any wind on your tee shot.

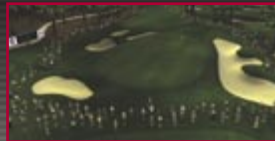


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

231

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TIGER WOODS
PGA TOUR 07

TPC AT SAWGRASS / 18th HOLE

PAR 4 • YARDS / 351 (WHITE), 420 (BLUE), 440 (BLACK) • 1 HANDICAP

OVERVIEW

The good news is that the 18th hole has few sand bunkers: Just one that protects the back of the green, and one (along with some grass bunkers) that protects the front approach. The bad news is the water that sits left of the hardest hole on the course.



THE GREEN The green slopes rapidly downhill from back to front, and the general break is toward the water—most obviously at the front of the green.

HAZARD ZONES

- 1 LEFT SIDE WATER** Any shot that is mishit or veers left will land in the water. Avoid areas left of the fairway at all costs.
- 2 RIGHT SIDE BUNKER** The approach to the right is not only guarded by a large and deep sand bunker, but also a series of smaller grass bunkers. You should be able to land on the green with a well-hit wedge shot if you land in anything here.
- 3 BACK SIDE BUNKER** This will catch any shot that lands left and long of the green. The right edge of this sand trap is especially deep, which is why most approach shots should target the right side of the green instead of the left.

HOLE STRATEGIES



PLAY IT SAFE Shoot down the middle of the fairway, nudging your aiming point right so you're not touching any rough along the left edge—it's OK if your aiming circle covers part of the rough to the right. Roll this shot as far forward as possible, as that will give you an approach to the back right side of the green. Do not try to play any ball over the water.

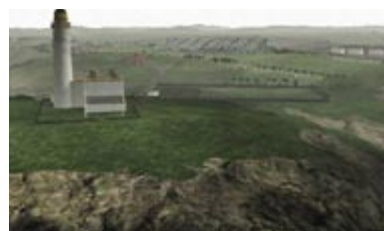


BE AGGRESSIVE There is no way to reach the fairway in one, so there isn't any real aggressive strategy that can work on this very tough hole. You can aim directly for the pin on your approach, but the water to the left should be avoided, and shots that land on the left side of the green may roll into the water. The lesson here: Play it safe on this difficult hole.



TURNBERRY, AILSA COURSE

TURNBERRY, SCOTLAND • YEAR OPENED / 1946 • PAR / 70 • DISTANCE / 6,976 yards • ARCHITECT / Philip Mackenzie Ross



COURSE HISTORY

In a country filled with beautiful golf courses, the Ailsa Course at Turnberry is arguably the most visually appealing of them all (some have called it the “Pebble Beach” of Scotland). The course overlooks the Atlantic Ocean, and the seaside holes offer a famous view of Ailsa Craig, which is a large rock about 11 miles offshore.

The course was originally developed by Willie Fernie in 1906, but it was Philip Mackenzie Ross who redesigned the course in 1951 into its present-day format. To golf fans, Turnberry is perhaps most famous for the 1977 British Open battle between Tom Watson and Jack Nicklaus, which Watson won by just one shot. Turnberry will host the British Open in 2009.

COURSE OVERVIEW

The Ailsa Course is played in clockwise fashion with the 4th through 11th holes hugging the Atlantic seaside, while the 12th through 18th holes that mark the return approach are played further inland. The seaside holes are unusual in that no bunkers buffer the course from the rocky cliffs.

The 9th hole, known as “Bruce’s Castle,” is the course’s signature hole: The tee shot, taken on a small tract of land jutting into the sea, requires golfers to hit the ball over the coast and onto the fairway and unguarded green. The 6th and 15th holes are just par 3s but are generally considered the toughest on the course; both of them feature challenging approach shots to the greens.

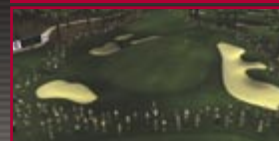


TIGER WOODS
PGA TOUR 07

GOLF BASICS



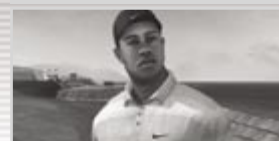
COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

Easy (white)

Medium (blue)

Hard (black)

PIN LOCATIONS

Easy (white)

Medium (blue)

Hard (black)

Expert

233

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 1st HOLE

PAR 4 • YARDS / 331 (WHITE), 358 (BLUE), 360 (BLACK) • 9 HANDICAP

OVERVIEW

The 1st hole features three bunkers at the midway point of the fairway—two to the left and one to the right. The hole is a slight dogleg right to a green guarded along the front and sides by four thin bunkers.



THE GREEN The green is comfortably tame and wide for the most part with the main bumps and dips along the fringe.

HAZARD ZONES

1 BUNKER TRIANGLE From the white tees, you might be able to shoot over all three of these bunkers safely. However, from the farther tees, you might be better served laying up short of the bunker to the left to keep the sand traps out of play.

2 ELEVATED GREEN The putting surface is slightly raised around the four bunkers that protect this hole. It's large enough to get very close to the pin; if you're worried about the sand traps, aim for the back center of the green.

3 NO TREES, JUST BUSHES The thick green bushes that border the fairways on this hole and many others at Turnberry are extremely difficult to play if your ball gets stuck in or in front of them. Avoid them at all costs.

HOLE STRATEGIES



PLAY IT SAFE Take your first shot so it lands short of the first fairway bunker to the left; consider going to a lower club to shrink the aiming circle. Don't try to cut the dogleg. This sets you up to a straight shot to the green. Aim straight for the pin unless the aiming circle gets too close to a bunker; If that's the case, shift the target toward the back center of the green.



BE AGGRESSIVE Being aggressive doesn't really pay off on this first hole because you'll still almost always need two shots to reach the green—however, if you want to play wild, you can try to reach the green with a monster swing from the white tees. Cut the dogleg and aim for the left side of the green. With some lucky bounces, you may reach the green in one.

Did you know?

Turnberry was converted into an airfield during World War II, and several of the original holes were flattened to make way for concrete runways, which can still be seen today.

TURNBERRY, AILSA COURSE / 2nd HOLE

PAR 4 • YARDS / 360 (WHITE), 381 (BLUE), 430 (BLACK) • 13 HANDICAP

OVERVIEW

The 2nd hole is a dogleg left that features four fairway bunkers: Two pinch the middle of the fairway, while two more lie within the fairway itself on the left side after the turn. The front of the green is open, but bunkers lie on either side of that opening.



THE GREEN The green is level except for the lower left area, which runs slightly downhill. The green shows a right-to-left break most noticeable along the right side.

HAZARD ZONES

- 1 FAIRWAY BUNKERS** These bunkers cut into the fairway a little, but not enough to stop you from trying to drive between them. The safest play is to lay up just short of them.
- 2 LEFT SIDE BUNKERS** If you hit the fairway on your drive, there's no need to worry about these hazards. However, if you're coming out of a bunker or rough on your second shot, these obstacles will block your path to the pin. If you don't have enough power to go over them, aim for the right side of the fairway on your hazard shot.
- 3 RIGHT GREEN BUNKER** This bunker only comes to play if you're trying to shoot up the right side (usually as a result of a bad first shot). If you're shooting from the fairway, however, aim for the left back side of the green to keep this hazard out of play.

HOLE STRATEGIES



PLAY IT SAFE Lay up just before you reach the two fairway bunkers by aiming for the center of the fairway. This sets you up for a clear approach shot to the green. Aim directly at the pin if possible, but if the aiming circle drifts too close to the right bunker, move closer to the left side of the fairly large green.



BE AGGRESSIVE Your first shot should sail down the middle of the fairway; if you have enough power, you can put in a slight draw to match the dogleg—but it's not necessary. Take your second shot directly at the pin; if you land it on the green, you should have a decent birdie opportunity.

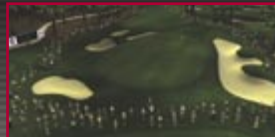


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

235

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 3rd HOLE

PAR 4 • YARDS / 390 (WHITE), 409 (BLUE), 462 (BLACK) • 5 HANDICAP

OVERVIEW

The 3rd hole is a bunker-free fairway that exhibits a slope from left to right. The green is protected by three small bunkers: one along the left side of the green and two that sit along the right front edge.



THE GREEN The back and sides of the green are raised slightly so that balls collect toward the center of an otherwise level putting surface.

HAZARD ZONES

- 1 NARROW FAIRWAY** Aside from rough and narrow bushes, the fairway is thankfully free of hazards. However, it is extremely narrow, so a steady shot off the tee is required.
- 2 WATCH THE BUMP** If you're trying to punch along the right side, or are trying to escape rough to the right, try to avoid rolling over this bump on the fairway. A ball that bounces off this ridge could head unpredictably into the rough instead of staying on the fairway.
- 3 THE BUMP, PART TWO** Another hazard on the right side, in addition to the bunkers near the green, is this small bump at the end of the fairway. If you land on the right side of this bump, you may roll into one of the nearby sand traps. That's why it's important to play your approach along the left side of the fairway whenever possible.

HOLE STRATEGIES



PLAY IT SAFE Play the center of the fairway on the first shot. On your approach shot, shoot for the left side of the green to avoid the fairway bumps on the right. Land close enough on the green to pitch or chip toward the hole, then sink your putt for par.



BE AGGRESSIVE For your tee shot, you can aim for a point just a little left of center, which if hit well will set up a clear approach to the green on your second shot. Shoot directly at the pin on your second shot, nudging the aiming circle slightly left to get a little cushion from the bunkers near the green.

TURNBERRY, AILSA COURSE / 4th HOLE

PAR 3 • YARDS / 114 (WHITE), 165 (BLUE), 165 (BLACK) • 17 HANDICAP

OVERVIEW

The 4th hole has a pretty ominous name for a relatively easy hole: Woe-Be-Tide. This hole features an extreme drop-off to extremely thick rough on the left, and a long, thin bunker that protects the front-right corner of the green.

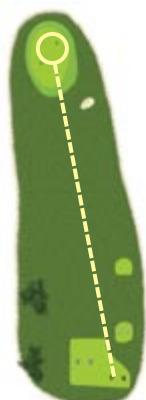


THE GREEN The green is raised on all three sides except the front; as a result, putts will tend to break toward the center of the green.

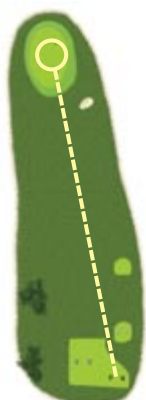
HAZARD ZONES

- 1 NO FAIRWAY** Don't let your eyes deceive you: There is no short fairway cut on this hole.
- 2 LONE BUNKER** This is a nasty sand trap—hands down the worst place to land the ball. Depending on where your ball is in this trap, you'll either need to add maximum loft and pray you'll clear the bunker—or hit it behind you into the short rough.
- 3 LEFT IN THE VALLEY** If the ball sails left off the tee, you'll be forced to shoot uphill to the green—this is probably the second-worst location to land the ball. Make sure to put extra power and loft on your shot to clear the upslope.

HOLE STRATEGIES



PLAY IT SAFE If you have to miss on this hole, miss long and right: The hill, rough and/or spectators should slow your ball so that it doesn't sail too far past the green. You must hit the green or the fringe along the right side to have a chance at par here.



BE AGGRESSIVE Adjust for the wind and aim straight for the pin; however, you should adjust the target a little long and a little right to keep the bunker and rough to the left out of play. You must hit the green within close distance of the pin to have any hope of birdie.

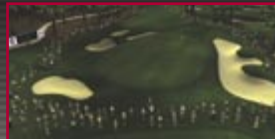


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

237

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 5th HOLE

PAR 4 • YARDS / 388 (WHITE), 416 (BLUE), 442 (BLACK) • 3 HANDICAP

OVERVIEW

The fairway of the 5th hole is carved out between two ridges, creating a very natural dogleg left. The fairway bunkers are small and can be found along the left side of the fairway—but there's plenty of thick rough to compensate.



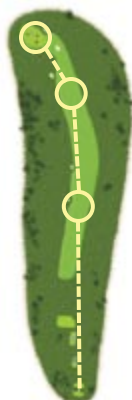
THE GREEN The green is lightly sloped downhill from back to front, with an extremely raised left edge that tends to push balls to the right of the green.

HAZARD ZONES

1 LEFT FAIRWAY BUNKERS The placement of these bunkers will force you to aim for the right side of the fairway on your tee shot. If you get caught in these bunkers, use extra loft and power because it'll be difficult to blast out of them.

2 GREEN BUNKERS The layout of these traps will make it difficult to punch the ball to the pin. Your best approach is to land toward the back of the green if possible. The twin bunkers to the left are especially deep and should be avoided—it'll be difficult to get onto the green from these hazards.

HOLE STRATEGIES



PLAY IT SAFE Shoot for the right side of the fairway on your first shot. The goal is to set your aiming point to avoid the fairway bunkers—but not so far right as to reach the tall rough on the other side. Your second shot can be played either conservatively (by laying up short of the bunkers to the right) or a bit aggressively (by aiming for the back of the green).



BE AGGRESSIVE Follow the first shot of the safe strategy, but for your second shot, take a more direct approach to the pin. The bunker on the right is relatively less deep than the ones on the left, so shade your aiming point to the right and back side of the green if possible—this aiming point also gives you a little more fairway to work with in case your shot falls short.

TURNBERRY, AILSA COURSE / 6th HOLE

PAR 3 • YARDS / 215 (WHITE), 221 (BLUE), 231 (BLACK) • 15 HANDICAP

OVERVIEW

The 6th hole, dubbed “Tappie Toorie,” plays to an elevated green fronted by a large bunker to the right and three smaller bunkers that hug the left edge of the putting surface. Short and tall rough hug the fairway.

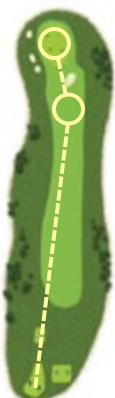


THE GREEN The green has a serious slope downhill from back to front; putts on this green will tend to break toward the middle.

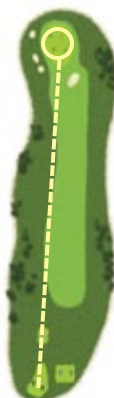
HAZARD ZONES

- 1 RIGHT BUNKER** This deep sand trap will catch balls hit short and right of the green—so a weak shot on this hole is a bad idea to say the least. Depending on where the ball lands, it may be impossible to get enough lift to reach the green—you may need to hit the ball back on the fairway.
- 2 THREE LEFT BUNKERS** These three sand traps are the reason why it's better to miss right than left on your tee shot. They are not as bad to escape from as the right bunker, but they will destroy any chance you might have had at a birdie.
- 3 DOWNHILL FROM HERE** The back of the green should be considered a major hazard because a putt with too much power will roll off the front of the green fairly quickly.

HOLE STRATEGIES



PLAY IT SAFE Lay up on the middle of the fairway short of the bunker to the right. This will force you to use a smaller club and a smaller aiming circle, which should give you a better chance of staying on the fairway. Use a little extra loft to send your approach shot uphill and aim straight for the pin—use some backspin with extra loft to make the landing stick.



BE AGGRESSIVE Go for the gusto and shoot your wood or driver onto the green. Loft up or ease back on power so that you (or the wind, if it's at your back) doesn't sail the ball completely over the green. If you hit the green long, try and use backspin to stick the ball onto the putting area. A solid shot will land you on the green for a decent birdie chance.

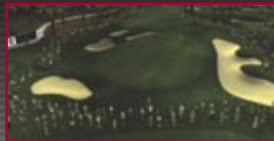


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

239

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 7th HOLE

PAR 5 • YARDS / 415 (WHITE), 475 (BLUE), 529 (BLACK) • 1 HANDICAP

OVERVIEW

The 7th hole features a dogleg left to a green that features a wicked ridge along the back. A grass-covered brook marks the start of the fairway, which features three bunkers at the turn and three more as you move down the second half of the fairway.



THE GREEN The green has two bumps in the back corners that set up a back-to-front downhill slope. The front of the green is fairly flat.

HAZARD ZONES

1 FIRST LEFT BUNKER Anyone who fails to cut the dogleg will likely land in this bunker, which will prevent you from reaching the green in two. The safe play is to land short of the dogleg, landing in front of the two fairway bunkers to the right.

2 SECOND LEFT BUNKER This bunker is a legitimate hazard for anyone trying to reach the green in two. The mound of surrounding rough will catch any shot that has too low of a trajectory or lacks power to get to the green.

3 RIGHT GREEN BUNKERS These two sand traps are among the deepest on the hole, and will catch any approach shot that falls to the right and short. If you can't easily reach the green on your approach, it's better to lay up instead.

HOLE STRATEGIES



PLAY IT SAFE Lay up just short of the bunkers to the right, and stick to the middle-right side of the fairway—don't try to cut the dogleg. Your second shot should be just over the second bunker to the left and land short of the right bunkers near the green. This will set up a short and controllable third shot.



BE AGGRESSIVE The aggressive first shot is aiming for the middle-left side of the fairway in an attempt to cut or possibly even shoot over the dogleg. Your aim point will depend on your swing power, wind and initial tee placement—but the goal is to get the ball past all the fairway bunkers. If you succeed at this, you have a shot at reaching the green in two.

TURNBERRY, AILSA COURSE / 8th HOLE

PAR 4 • YARDS / 386 (WHITE), 431 (BLUE), 431 (BLACK) • 11 HANDICAP

OVERVIEW

The 8th hole plays along the coastline. Only one bunker can be found on the fairway (it's on the right roughly 230 yards from the far pins). The two-tiered green is protected by three bunkers—two on the right and one to the left.



THE GREEN It has two tiers: The back side is raised and slopes to a lower tier along the front. Look for slight bumps along the left front edge and right side.

HAZARD ZONES

- 1 RIGHT FAIRWAY BUNKER** This small but deep hazard cuts into the fairway a little, so you should either try to shoot over it or short of it.
- 2 FAIRWAY DIP** The end of the fairway dips to an elevated green. Because of this topography, it will be difficult to try and punch or roll a ball to the green safely.
- 3 GREEN BUNKERS** The three bunkers fronting the green are also deep, but there is enough room on the right and back sides of the putting surface to land a ball safely past them. However, if your pin placement is at the lower tier, and you land on the higher tier, you'll be faced with a challenging downhill putt.

HOLE STRATEGIES



PLAY IT SAFE Your first shot will depend on the wind and tee placement: With the wind at your back, try to shoot past the first fairway bunker to the right. If you need a smaller aiming circle, you also might consider laying up just in front of it. Depending on wind, you'll either need to lay up short of the green bunkers or aim for the right side of the green—which-ever seems easier.



BE AGGRESSIVE You must hit your first shot over the first right-side bunker, aiming for the center of the fairway. This is the only way you'll get close enough to try and land on the green, which is slightly elevated for the approach shot. On your second shot, aim for the right side of the green so that your approach doesn't have to fly over the stretch of rough to the left.

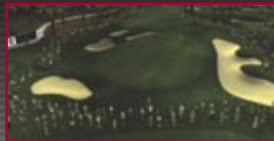


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

241

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 9th HOLE

PAR 4 • YARDS / 373 (WHITE), 411 (BLUE), 454 (BLACK) • 7 HANDICAP

OVERVIEW

The 9th hole is perhaps the prettiest on the course, offering a view of the landmark lighthouse and the remains of Bruce's Castle. A road cuts through the middle of the bunker-free fairway. The green is long but fairly narrow.



THE GREEN The green is flat in the middle but raised along the left, back and right corners; as a result, most putts will break toward the middle of the green.

HAZARD ZONES

- 1 LEFT IN THE ROUGH** Try to stick to the center-right side of the fairway if at all possible from the tee. The left side of the fairway here slopes down, and balls without enough juice can bounce or roll back into the short rough.
- 2 NARROWING FAIRWAY** The fairway narrows as you approach the green, so you'll have to be extra precise on your approach so the ball doesn't sail left or right.
- 3 BACK IN THE ROUGH** The tall rough pops up fairly quickly behind the green, so you want to make sure your approach doesn't carry too far past the end of the hole—if in doubt, aim for the front of the green instead.

HOLE STRATEGIES



PLAY IT SAFE There is no magic on this first shot: Hit it long, straight and aim for the center of the fairway. Thanks to the lack of bunkers, your second shot (assuming it lands squarely on the fairway) can be taken straight to the pin—if you're worried about hitting the ball too far right, aim for the front part of the pin instead.



BE AGGRESSIVE The aggressive strategy is the same as the safe strategy here—distance off the tee is necessary to reach to the green in two. Aiming straight for the pin on your approach is necessary to shorten the distance on your first putt.

TURNBERRY, AILSA COURSE / 10th HOLE

PAR 4 • YARDS / 336 (WHITE), 429 (BLUE), 452 (BLACK) • 6 HANDICAP

OVERVIEW

The trek up the coast continues on the 10th hole, which features a unique ring-shaped bunker that sits about 60 yards from the hole. A second small bunker lies in waiting near the right front corner of the green.



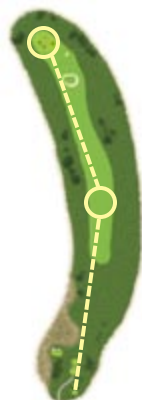
THE GREEN The green slopes downhill dramatically from back to front. The general break on this green is from right to left.

HAZARD ZONES

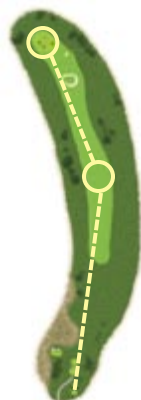
1 RING-SHAPED BUNKER If you hit the fairway on your first shot, chances are you can clear this bunker easily on your approach to the green. However, if you landed in the rough on your first shot, you'll be much safer laying up short of this hazard rather than trying to fly over it.

2 BUNKER TO THE RIGHT Again, this bunker really shouldn't come into play on a solid approach shot to the green, especially if you aim for the left-center of the putting area.

HOLE STRATEGIES



PLAY IT SAFE Given the relatively narrow fairway, you might want to start with a wood club rather than a driver. Since a wood provides a smaller aiming circle, you'll have a better chance of staying on the fairway. If you hit a solid first shot, you'll still be able to use an iron to target the green: This iron shot should clear both bunkers easily.



BE AGGRESSIVE Use the driver and shoot for the middle of the fairway. Drive it as far down the fairway as possible, using forward roll to add distance. This sets up a shorter approach shot that will make it easier to land the ball safely on the green. Aim directly at the pin on your approach, adding a slight shift to the left to keep the right bunker out of play.

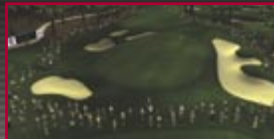


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

243

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 11th HOLE

PAR 3 • YARDS / 130 (WHITE), 161 (BLUE), 174 (BLACK) • 18 HANDICAP

OVERVIEW

Players start from an elevated tee on the 11th hole, which is handicapped as the easiest on this course. A short fairway leads to an elevated green with a large bunker guarding the front left edge and a smaller sand trap along the right.



THE GREEN The green has a big bump along the right side, forcing putts from there toward the middle of the green.

HAZARD ZONES

- 1 SHORT FAIRWAYS** Unlike some other par 3s at Ailsa, this hole does feature a bail-out fairway if you want to land short of the green instead.
- 2 LARGE LEFT BUNKER** This large bunker will catch anything shanked (or blown by the wind) to the left of the green. You can avoid this fate by aiming for the right front part of the green and making sure you account for wind before swinging.
- 3 SMALL RIGHT BUNKER** This bunker is smaller and less deep than the one on the left, so it can be considered the lesser of two evils. Still, you should avoid it by aiming squarely for the back-right side of the green.

HOLE STRATEGIES



PLAY IT SAFE Land short of the green and the bunkers by laying up on your drive at the end of the fairway. This should lead to a relatively easy second pitch or chip onto the green. Shoot right at the pin to get close enough for a par-saving putt.



BE AGGRESSIVE The only way to secure a birdie here is to attack the pin off the tee and hope that you get close enough for a realistic birdie putt. The center of the green is wide and tame enough to control the ball after it lands, so try and roll the ball after it lands to get closer to the hole.

TURNBERRY, AILSA COURSE / 12th HOLE

PAR 4 • YARDS / 354 (WHITE), 390 (BLUE), 446 (BLACK) • 8 HANDICAP

OVERVIEW

The 12th hole features three small bunkers along the left side of the fairway, which makes shots off the farthest tee (which is also set to the left) a bit more challenging than from the shorter tees. Look for three more bunkers en route to the green.



THE GREEN The green is wavy around the side and back edges, and the overall downhill slope is from back to front. Putts tend to break to the center of the green.

HAZARD ZONES

1 LEFT FAIRWAY BUNKERS You shouldn't need to lay up short of these bunkers; however, depending on your power and starting tee, you may have to land between them. Shift your aiming circle just right of center to create a little cushion away from the bunkers.

2 LEFT GREEN BUNKER This bunker is out of the fairway, and unless you shank the ball left on your approach, it's far enough away from the action to cause little concern.

3 RIGHT GREEN BUNKERS Unlike the left bunker, these two bunkers are on the fairway proper, so any approach shot that lands short or right could bounce or roll into these sand traps. To reduce the chance of this happening, add just a little extra loft on your approach and target the back side of the green.

HOLE STRATEGIES



PLAY IT SAFE Land your first shot in the fairway area between the first two bunkers to the left and the third bunker. Aim for the middle of the fairway. This sets up a long but manageable approach shot. Aim for the rear of the green: This will give you a little extra landing room to clear the bunker that protects the right edge.



BE AGGRESSIVE If you have enough power from the tee, it will be possible to shoot over the first three left-side bunkers on the fairway. Use as much power boost as possible so you don't fall short. This will set up a shorter approach shot that can be aimed directly at the center of the green or the pin itself—just don't touch that right bunker with your aiming circle.

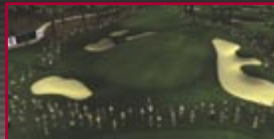


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

Easy (white)

Medium (blue)

Hard (black)

PIN LOCATIONS

Easy (white)

Medium (blue)

Hard (black)

Expert

245

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 13th HOLE

PAR 4 • YARDS / 329 (WHITE), 379 (BLUE), 412 (BLACK) • 14 HANDICAP

OVERVIEW

The 13th hole, known as “Tickly Tap,” features another two-tiered green. The hole plays straight up or as a slight dogleg right depending on the starting tee; two small bunkers (about 150 to 180 yards to the hole) line the fairway to the left.



THE GREEN The green is two-tiered with a raised back edge, a higher-level back side, and a lower-level front side. The tiers are relatively flat except at the edges.

HAZARD ZONES

1 LEFT FAIRWAY BUNKERS These bunkers are very deep and should be avoided at all costs. Depending on the wind, you can either play short of the first bunker or land in the area between them before the dogleg cuts.

2 RIGHT SIDE ROUGH Aggressive players may be able to bypass the two left-side bunkers altogether—it’ll help if the wind is on your back when trying such a shot. However, this is a high-risk play because if your shot falls short or right, it’ll get lost in some pretty thick rough—especially if you’re trying to cut the dogleg.

3 SMALL DIP A dip between a ridge on the fairway and an elevated green will catch any approach shots that land short—it’ll make it harder for low-loft approach shots to reach the green.

HOLE STRATEGIES



PLAY IT SAFE The ultraconservative first shot is to lay up short of the first bunker, but it’s also very safe to land in the wide area between the first and second left-side bunkers. Do not try to cut the dogleg: Aim for the center of the fairway. This sets up a long approach shot, but since the green is unprotected, it’ll be easy to aim directly at the pin.



BE AGGRESSIVE Get as much power as you can to land past the last fairway bunker. You’ll need to execute a powerful and full shot (preferably with the wind at your back) to clear any rough and spectators in your path. (If the wind is in your face, cutting the dogleg is a very bad idea.) Succeed with this first shot, and you’ll have an easy approach to the green.

TURNBERRY, AILSA COURSE / 14th HOLE

PAR 4 • YARDS / 384 (WHITE), 401 (BLUE), 449 (BLACK) • 2 HANDICAP

OVERVIEW

It's not easy to pin down what makes the 14th hole so tough—the wind, the narrow fairway, or the three sand traps that guard the green. It's most likely a combination of those factors that makes this hole one of the hardest at Turnberry.



THE GREEN The green slopes downhill from back to front. The back side breaks to the right, while the front side breaks to the left.

HAZARD ZONES

- 1 LEFT FAIRWAY BUNKER** Even from the black tees, you should easily clear this hazard with a solid drive combined with power boost.
- 2 NARROW FAIRWAY** Although this par 4 is a bit long, you should consider going to a wood club on your drive to set up a smaller aiming circle.
- 3 FRONT GREEN BUNKER** Of the three bunkers surrounding the green, this is by far the one that causes the most trouble. The farther you can get up the fairway on your tee shot, the easier it will be to set up a high-loft approach shot that targets the back center of the green. Don't try to punch or hit a low-loft shot over this bunker.

HOLE STRATEGIES



PLAY IT SAFE Consider going with a smaller club on your tee shot to reduce the size of the aiming circle—all you need is enough power to safely clear the left fairway bunker. For your second shot, you'll need to hit a high-loft shot aimed at the back of the green. It is crucial that you avoid landing or bouncing into the sand trap in front of the green.



BE AGGRESSIVE Use the driver to get down the narrow fairway as far as possible. Although this creates a wider aiming circle that will touch the rough on both sides, a solid shot that adjusts for wind will likely land somewhere on the fairway. Make sure to add enough loft on your second shot to safely clear the bunker that fronts the green.

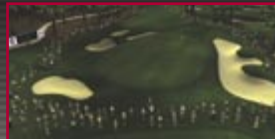


TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

247

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 15th HOLE

PAR 3 • YARDS / 160 (WHITE), 169 (BLUE), 209 (BLACK) • 16 HANDICAP

OVERVIEW

The 15th hole is all about accuracy, because if you sail right of the green, you'll find yourself below the pin in some seriously rough vegetation. The left side of the green is no picnic either; that side is protected by three small bunkers.



THE GREEN The green is extremely curved along the back and left edges; putts that land there will roll quickly back to the center of the green. The lowest point is the front edge.

HAZARD ZONES

- 1 GONE WITH THE WIND** The wind can excessively complicate matters on this hole—sometimes gusting to 20 m.p.h. or more at times. Make sure your approach shot correctly adjusts for wind.
- 2 HIDDEN ROUGH UP FRONT** It may not be easy to see from the tee shot, but the area in front of the green is filled with tall, thick grasses. To make matters worse, it slopes downhill to the right as well, so a ball that lands short will have to fight uphill and through rough to have any chance of making the green.
- 3 LEFT BUNKERS** All these bunkers are deep and difficult to shoot out of. Obviously, they should be avoided at all costs—so it's better to miss to the right on this hole than miss left.

HOLE STRATEGIES



PLAY IT SAFE There are two landing points on this green that can be considered safe (assuming that they're struck accurately and compensate for wind). The first is the back of the green; you can use a little backspin to roll the ball down the slope to the center of the putting surface. The second is the right-center side of the green, which may be closer to the pin.



BE AGGRESSIVE There is no difference between the safe and aggressive strategies on this hole—the number one goal is to aim for the right side of the green. It's much better to land right into the rough (but not too far right because it slopes downhill) than to land left and be forced to make a difficult hazard shot from a deep bunker.

TURNBERRY, AILSA COURSE / 16th HOLE

PAR 4 • YARDS / 339 (WHITE), 380 (BLUE), 409 (BLACK) • 10 HANDICAP

OVERVIEW

The 16th hole is highlighted by a water hazard known as “Wee (or Wilson’s) Burn”—a small stream that separates the fairway from the green. Two sand traps exist: One near the front left corner of the green, the second halfway up the left edge of the fairway.



THE GREEN The green slopes downhill from back to front for the most part. The front edge has a steep downhill slope to the rough along the stream.

HAZARD ZONES

1 LEFT FAIRWAY BUNKER This hole will turn into a disaster if you land in this bunker—to avoid it, either shoot past it or land short of it. If you get stuck here, you must lay up short of the Burn at the end of the fairway to set up a safe approach shot.

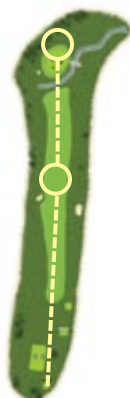
2 WEE BURN This stream is the reason why you must hit the fairway on your tee shot. Shots from the rough—even the short stuff—are unpredictable enough to land short into the water.

3 TRICKY GREEN Two main hazards for the green: The first is a front slope that will send balls directly into the rough near the water. The second is the extensive thick rough that surrounds the green; it’ll be tough to whack a shot out of the weeds with any precision.

HOLE STRATEGIES



PLAY IT SAFE It’s absolutely essential that you land on the fairway on your first shot. A clean lie is the only way to get the most accuracy on your approach—you’ll need that accuracy to safely clear the stream that runs in front of the green. The safest first shot is short of the left-side bunker, which leads to a longer but manageable second shot toward the back center of the green.



BE AGGRESSIVE Most golfers will be able to hit over the left fairway bunker; however, the aiming circle of such a shot will be wide enough to overlap the rough on both sides—so shoot with care. A shot that gets shanked left could wind up in the bunker as well. You’ll still be able to hit onto the green if you catch rough, but you must overpower the swing so the ball doesn’t fall short into the water.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

249

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TIGER WOODS
PGA TOUR 07

TURNBERRY, AILSA COURSE / 17th HOLE

PAR 5 • YARDS / 394 (WHITE), 487 (BLUE), 497 (BLACK) • 4 HANDICAP

OVERVIEW

The 17th hole features an “exciting” fairway to say the least—a number of ridges and dips plus a narrowing fairway make the approach to the sloped green challenging. The green is guarded by one bunker along the left side and two on the right.



THE GREEN The green slopes downhill from back to front; putts along the edges will tend to break toward the center of the green.

HAZARD ZONES

1 FIRST FAIRWAY BUNKER This right-side island bunker sits in the fairway cut, so there’s no rough to stop a ball from rolling into it. The safest play off the tee is to land short of this bunker rather than try and shoot over it. You can also try to scoot to the left of it, but two ridges to the left and in front of the bunker will tend to slide balls toward this deep sand trap.

2 SECOND FAIRWAY BUNKER The second right-side bunker is small but deep. However, if you land safely on the fairway on your first shot, you’ll be able to sail over this hazard easily on your approach. It only comes into play if you catch rough or sand on your drive.

3 GREEN BUNKERS The front of the green is so wide open, these bunkers to the left and the right of the hole really shouldn’t be a factor unless you shank your approach. Your safest shot is to lay up on the front side of the green.

HOLE STRATEGIES



PLAY IT SAFE From the tee, lay up your first shot just short of the first fairway bunker to the right. This sets up a long approach shot to the green, which is just fine because you want to land on the front edge of the green short of the nearby bunkers. From here, you’ll be able to easily chip or pitch your way to the pin.



BE AGGRESSIVE Your first shot must sail over the first fairway bunker: This may be easier to do from the shorter tees and if the wind is at your back. Don’t try to land left of this bunker: It’s very risky. A shot that clears that first bunker will reach the green easily. However, don’t try a punch/low-loft shot on the approach: There’s a large dip before the second fairway bunker.

TURNBERRY, AILSA COURSE / 18th HOLE

PAR 4 • YARDS / 359 (WHITE), 377 (BLUE), 434 (BLACK) • 12 HANDICAP

OVERVIEW

The 18th hole is a refreshing change of pace as you head to the finish: It features an open fairway with just two sand traps along the left side. The hole plays like a dogleg left (especially from the farthest tee) to a bunker-free green.



THE GREEN The unprotected green is fairly level except along the edges, which are marked by small humps and dips. The front-right edge is the lowest part of the putting surface.

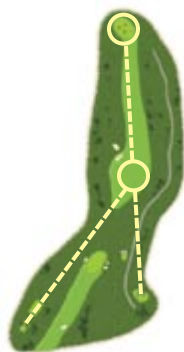
HAZARD ZONES

1 LEFT FAIRWAY BUNKERS From the shorter tees, you should be easily able to shoot up the fairway to the right of these hazards; they should pose little threat. However, from the longer black tees, you may be forced to lay up in front of or to the right of them along the wider part of the fairway.

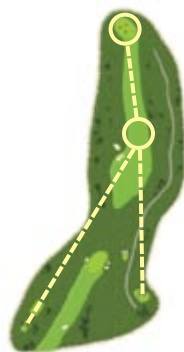
2 NARROW FAIRWAY The fairway narrows considerably past the bunkers; it may be a good idea to go to a smaller club to create a smaller aiming circle that comfortably fits in this area.

3 RIGHT-SIDE ROUGH The rough along the right side of the fairway is a bit thicker than usual, thanks to some large green bushes that sit close to the left edge. If you have to miss on an aggressive tee shot, miss left (assuming that you're hitting hard enough to safely clear the bunkers, of course).

HOLE STRATEGIES



PLAY IT SAFE Your first shot will depend on your starting tee, but in most cases, the safe play is to land to the right of the bunkers into the largest part of the fairway. You can aim past the bunkers as well, but only if your aiming circle is small enough to comfortably avoid the rough to the right and the sand traps to the left. The approach shot will be long but direct; the green is bunker-free.



BE AGGRESSIVE Shoot your first shot as far up the fairway as possible, making sure to use power boost. If you can safely clear the bunkers, shade your aiming circle left; it's better to catch the generally shorter rough on the left side than land in the thick bushes that line the right side. If you can get deep up the fairway on your first shot, you'll have a hazard-free approach directly at the pin.



TIGER WOODS
PGA TOUR

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

STARTING TEES

- Easy (white)
- Medium (blue)
- Hard (black)

PIN LOCATIONS

- Easy (white)
- Medium (blue)
- Hard (black)
- Expert

251

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ADVANCED GOLF

ADVANCED GOLF

ODDS AND ENDS

Here are a few strategy tidbits that you may or may not know about when it comes to the game:

FAST-FORWARD POWER

One of the game's greatest time-savers is the fast-forward button (activated by holding down the Y button on the Xbox 360 or the Triangle button on the PlayStation 3). When you're playing against a computer opponent or after one of your shots hits the ground, holding down this button speeds up the gameplay. If you're the type of gamer who likes to plow through games quickly, this button will become your best friend.

In addition, this button has significant strategic value in some of the timed training challenges; using this button to speed up gameplay can help save a few seconds on the clock.

WARNING

Don't fast-forward your shot if you need to use spin control on the ball. Once the ball lands and the spin control icon disappears, it'll be safe to fast-forward the gameplay.

STOP AND LISTEN

If you put down the controller while playing a game, wait a while to hear the announcer roll through a surprisingly large amount of "hidden" comments to pass the time—some of the comments are pretty funny!

CLUB SELECTION

Did you know that you can customize your bag's club selection? The default club selection works fine for most golfers, but here's a closer

look at the different types of clubs to choose from:



- **Drivers (1 required):** You can choose a driver from 8 to 10.5 degrees. In general, the lower the degree, the more forward roll you can get on your swing. The higher the degree, the more loft and backspin you'll get on your tee shot.
- **Fairway Woods:** The 3 Wood (3W) is fine for most golfers; the larger the number, the lesser the distance.
- **Irons (5 Iron Required):** Like the woods, the larger the number, the lesser the distance it covers. The PW stands for pitching wedge, and it should definitely stay in your bag.
- **Wedges (Sand Wedge Required):** You've got a wide array of wedges to choose from least loft to most: AW (approach wedge), GW (gap wedge), SW (sand wedge), LBW (low-lob wedge), LW (lob wedge), HLW (high-lob wedge). (Again, the more loft, the shorter the distance.) Adding an extra wedge or two to your bag can help increase your short-game options.
- **Putter (1 Required):** You only need one.

BUILDING THE ULTIMATE GOLFER

This section shows a fast and easy methodology to building the ultimate golfer quickly. Before starting, you need to know how a golfer



improves his or her nine skill stats, which range from 0-100. There are two types of improvement: Potential and real. Potential improvement is like a gas tank: The bigger it is, the more gas it can hold—but a gas tank is only as good as the amount of gas in it. Real improvement, denoted by a vertical line, shows how good your current skills can be—in other words, how much of the gas tank you can actually fill. Your actual current skill levels will be equal to or below this line.

The cardinal rule for building the ultimate golfer is that the gas tanks should be filled up to the max—not just in one or two categories, but in all categories equally. The ultimate golfer is well-rounded and has no statistical weaknesses. As your golfer evolves from Rookie (0-25) to Pro (25-50), Champion (50-75) and Master (75-100), you'll use different methods:

STARTING OUT AS A ROOKIE

- **Cheesy Play, EAsy Play:** Playing on the easiest difficulty setting (EAsy Play) may not be noble, but it will make things go much faster.
- **Train to Fill:** You'll start off with 0-level skills and a real improvement line limit around 11. Maximize all your skills to 11 by completing training challenges. Each training challenge improves two skills—one primary (denoted by a dark blue band) and one secondary (denoted by a light blue band). Choose skill challenges efficiently to kill "two birds with one stone." Here are the easiest challenges for each category:

| TO BOOST | THE EASIEST CHALLENGE FOR ROOKIES |
|------------------------------------|--|
| Power and Power Boost | Long Drive Contest |
| Ball Striking and Driving Accuracy | Closest to Pin Contest |
| Putting and Approach | Putting Contest (Once you figure out a putt, you can keep going back to it!) |
| Spin and Recovery | Rough Timed II |

- **Start First Tiger Challenges:** Winning Tiger Challenges is the fastest way to build real im-

provement. As your vertical line moves right, maximize your skills through additional training before trying the next Tiger Challenge.

PRO STATUS

- **Continue Tiger Challenges:** You can quickly advance as a Pro by winning additional Tiger Challenge matches. Continue until you unlock and defeat all the challenge's computer foes.
- **Expand Challenges:** Now that your skills have improved, you can shift to other training challenges, which will be easier now that you have better stats to work with.

CHAMPION/MASTER STATUS

- **Switch to Tournaments:** When you reach a skill level of 50 or so, you'll be ready to compete in tournaments, which are the fastest way to build potential improvement. However, you must finish high to trigger any real improvement.
- **Pro Shop:** Now that you have cash from the Tiger Challenges, start exploring the Pro Shop to search for items with modifiers—these upgrades will help improve your golfer's stats.

UNLOCK CHART

Below is a quick reference guide for those trying to quickly unlock stuff in the game:

| TO UNLOCK | REQUIREMENT | QUICK-UNLOCK TIP |
|------------------|--|---|
| A golf course | Earn cash as listed on the course select screen. | Beat the first two or three waves of "Tiger Challenge" at the easiest difficulty setting to amass cash quickly. |
| A fantasy player | Beat that player in Tiger Challenge | Get to and play against that player at the easiest difficulty setting. |
| A specific item | See the item listing for details | Use the Pro Shop search to find the item quickly; look at the listing to see what you must do to unlock it. |

NOTE

For finding specific items, the Pro Shop search tool is one of the most powerful aids at your disposal. You can quickly sort through locked items to find the best upgrade items, and more importantly, find out how to unlock them.

NOTE

The best way to track game completion percentages and how much stuff you've unlocked is to view your player resumé.

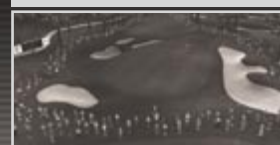


TIGER WOODS
PGA TOUR 07

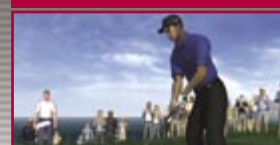
GOLF BASICS



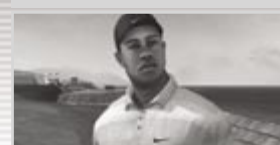
COURSE STRATEGY



ADVANCED GOLF



EXTRAS





EXTRAS

EXTRAS

PGA TOUR® GOLFER PROFILES

Here are profiles and player statistics for the 15 PGA TOUR and 10 fantasy golfers featured in *Tiger Woods PGA TOUR 07*. When a fantasy player is beaten in Tiger Challenge, that player is unlocked for play in the various game modes. In addition, that fantasy player's animations are unlocked—you can then choose those animations in the Game Face section under "My Animations."

RICH BEEM

PGA TOUR



Beem defeated Woods by one stroke at the 2002 PGA Championship.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 82 | 94 | 78 | 68 | 74 | 110 | 82 | 87 | 110 |

JOHN DALY

PGA TOUR

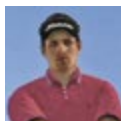


This fan favorite remains a competitive force on the PGA TOUR.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 110 | 110 | 63 | 71 | 80 | 90 | 80 | 86 | 80 |

LUKE DONALD

PGA TOUR



A fresh new face on the PGA TOUR, he originally hails from England.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 93 | 83 | 110 | 106 | 110 | 63 | 81 | 81 | 85 |

TIGER WOODS

PGA TOUR

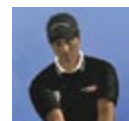


Considered one of the greatest golfers of all-time, Tiger in 2006 won two major events: the British Open and the PGA Championship. He is the youngest player to reach 50-plus PGA TOUR victories.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 82 | 94 | 78 | 68 | 74 | 110 | 82 | 87 | 110 |

MICHAEL CAMPBELL

PGA TOUR



This New Zealand native won the 2005 U.S. Open at Pinehurst No. 2.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 83 | 93 | 82 | 94 | 88 | 102 | 104 | 79 | 90 |

CHRIS DIMARCO

PGA TOUR

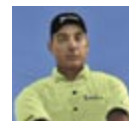


This fiery competitor has been on the PGA TOUR since 1994.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 81 | 103 | 93 | 81 | 100 | 80 | 106 | 110 | 80 |

JIM FURYK

PGA TOUR

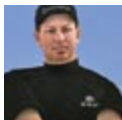


Furyk won the 2005 Cialis Western Open and the 2003 U.S. Open.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 81 | 83 | 103 | 101 | 83 | 96 | 90 | 91 | 80 |

RETIEF GOOSEN

PGA TOUR



He is a two-time winner of the U.S. Open (2001 and 2004).

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 94 | 97 | 84 | 96 | 88 | 80 | 84 | 104 | 90 |

COLIN MONTGOMERIE

PGA TOUR



He is one of the most accomplished players in the European Tour.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 86 | 83 | 110 | 100 | 71 | 86 | 90 | 90 | 73 |

ADAM SCOTT

PGA TOUR

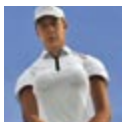


This young golfer won the 2004 Players Championship.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 90 | 110 | 110 | 80 | 70 | 70 | 70 | 80 | 70 |

ANNIKA SORENSTAM

LPGA TOUR



The best women's golfer in the world is a good friend of Tiger.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 74 | 74 | 110 | 91 | 84 | 83 | 74 | 91 | 100 |

ACE ANDREWS

FANTASY

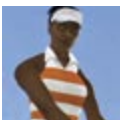


This tough Tiger Challenge foe has a rather unorthodox golf swing.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 88 | 94 | 88 | 90 | 97 | 88 | 82 | 91 | 98 |

FELICIA BROWN

FANTASY

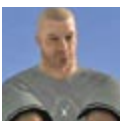


This strong and determined golfer thinks carefully before every shot.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 67 | 78 | 110 | 100 | 67 | 82 | 56 | 90 | 100 |

ALEXI EICHELBERG

FANTASY

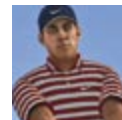


This Tiger Challenge foe is one of the hardest hitters on the planet.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 110 | 110 | 63 | 73 | 64 | 58 | 88 | 71 | 98 |

JUSTIN LEONARD

PGA TOUR



His top wins include the 1997 British Open and 1998 Players Championship.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 90 | 80 | 110 | 110 | 80 | 60 | 80 | 80 | 70 |

IAN POULTER

PGA TOUR



This very stylish and flashy golfer is one of the best players in Europe.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 91 | 110 | 110 | 83 | 90 | 73 | 76 | 81 | 90 |

VIJAY SINGH

PGA TOUR

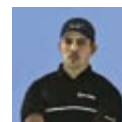


He is one of the elite stars of the PGA TOUR with 3 major wins.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 98 | 96 | 103 | 92 | 98 | 110 | 87 | 73 | 89 |

MIKE WEIR

PGA TOUR



A left-handed player, Weir is the 2003 Masters Champion.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 103 | 83 | 101 | 110 | 110 | 80 | 76 | 90 | 80 |

BIG MO

FANTASY



This Tiger Challenge foe is a master when it comes to spinning the ball.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 82 | 94 | 78 | 68 | 74 | 110 | 82 | 87 | 110 |

JOHN DINKENBACH

FANTASY

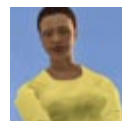


This golfer seems to be luckier than most.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 88 | 94 | 99 | 93 | 75 | 98 | 79 | 79 | 110 |

SOLITA LOPEZ

FANTASY



This young, sassy player likes to have fun when playing golf.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 71 | 78 | 83 | 88 | 82 | 87 | 75 | 94 | 95 |



TIGER WOODS
PGA TOUR 107

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS



KEY

PLAYER STATISTICS

- POW > Power
- PWB > Power Boost
- DACC > Driving Accuracy
- BSTR > Ball Striking
- APPR > Approach
- SPIN > Spin
- RECO > Recovery
- PUTT > Putting
- LUCK > Luck



POPS MASTERSON

FANTASY

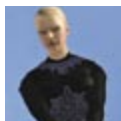


This "old school" golfer wants to show the young ones how it's done.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 59 | 64 | 99 | 101 | 75 | 37 | 88 | 94 | 89 |

ERIKA 'ICE' VON SEVERIN

FANTASY



This haughty but beautiful player is offended by low-class golfers.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 76 | 73 | 110 | 110 | 76 | 80 | 71 | 90 | 100 |

EXTRAS TO COLLECT

The game is filled with extras that you can collect while playing in Career Mode. Earning these extras often unlocks items in the Pro Shop; you can review the following extras to collect from your Trophy Room:



- **Trophies:** There are 25 trophies you can earn in this game by winning their respective tournaments or by finishing at number one in a given category at the end of a season.

- **Trophy Balls:**

Earn trophy balls when you pull off a certain feat on a golf course or reach a record mark in your career. There are three categories of balls: There are 21 standard Trophy Balls, earned when you complete a certain feat. Earn one of 15 Tracking Tiger balls by surpassing Tiger's records in a given playing category. Finally, you can earn Par 5 Eagle balls by scoring eagles on all the par 5s on a given course. There are 12 such balls—one for each course in the game.



YOSH TANAGAWA

FANTASY



This confident and cocky player believes he can't be beaten.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 81 | 77 | 74 | 98 | 92 | 91 | 98 | 99 | 101 |

DANNY WHEELER

FANTASY



This nice young man is happy to help you improve your game.

| POW | PWB | DACC | BSTR | APPR | SPIN | RECO | PUTT | LUCK |
|-----|-----|------|------|------|------|------|------|------|
| 94 | 98 | 76 | 73 | 82 | 101 | 92 | 98 | 103 |

XBOX 360 ACHIEVEMENTS

Below is a table of the Achievements in *Tiger Woods PGA TOUR 07*. Note that some of the achievements can only be completed online:

| ACHIEVEMENT | DESCRIPTION | POINTS |
|--------------------------|---|--------|
| Create a Male Golfer | Create a Male Gameface character | 5 |
| Create a Female Golfer | Create a Female Gameface character | 5 |
| Try Seven | Win a game of Seven | 10 |
| Try a Training Challenge | Play a Training Challenge | 10 |
| Try 21 | Win a game of 21 | 10 |
| Try T-I-G-E-R | Win a game of T-I-G-E-R | 10 |
| Try Tiger Challenge | Play a Tiger Challenge Event | 10 |
| Try One Ball | Win a game of One Ball | 10 |
| Try Greensome | Win a game of Greensome | 10 |
| Try Bloodsome | Win a game of Bloodsome | 10 |
| Learn Something New... | Complete the Tutorials | 10 |
| Getting the Hang of It | Win 5 online matches | 15 |
| High Roller | Make 25 online wagers | 15 |
| Try Season Tournament | Play a PGA TOUR Season Event | 20 |
| Too Easy? | Beat Par in an 18 hole round on TOUR difficulty | 20 |
| Try a Tournament | Play in 5 online Tournaments | 20 |
| Beat Mike Weir | Defeat Mike Weir in the Tiger Challenge | 30 |
| Beat Luke Donald | Defeat Luke Donald in the Tiger Challenge | 30 |
| Beat Colin Montgomerie | Defeat Colin Montgomerie in the Tiger Challenge | 30 |
| Beat Chris DiMarco | Defeat Chris DiMarco in the Tiger Challenge | 30 |
| Win the Southern Major | Win the Southern Major | 40 |
| Win the US Major | Win the US Major Championship | 40 |
| Win the UK Major | Win the UK Major Championship | 40 |
| Win the PGA TOUR Major | Win the PGA TOUR Major Championship | 40 |
| Maxed Out | Max out a Gameface golfer's stats | 70 |
| Collect the Whole Set! | Win every Trophy Ball | 75 |
| Keys to the Store | Unlock every item in the Pro Shop | 75 |
| Race for the Cup | Win the FedEx Cup | 80 |
| Beat Tiger | Defeat Tiger Woods in the Tiger Challenge | 80 |
| Finish Everything | Attain 100% Game Completion | 150 |

TOP ITEMS FROM THE PRO SHOP

The Pro Shop features more than 600 items. Here's a list of the "cream of the crop"—some of the most powerful items that you should save up money for. Items are for male golfers except where noted:

| SHIRTS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
|---|---|----------|-------|--------------------------------------|
| Adidas Clima Colorblock Engineer S/S | Achieve 70% of your total power boost skill | \$15,000 | 4 | Recovery / Power Boost .. |
| QuikSilver Home Cooking Polo | Already unlocked | \$25,000 | 4 | Power / Driving Accuracy |
| EA SPORTS Yosh Polo S/S | Beat Yosh in Tiger Challenge | \$25,000 | 4 | Ballstriking / Recovery |
| Adidas Clima Shell Piped Wind Shirt | Win the Fairway Challenge Trophy Ball | \$25,000 | 4 | Power Boost / Power |
| Nike Fleece Crew | Win 10 Trophy Balls | \$25,000 | 4 | Recovery ... / Spin ... |
| T Baggy (Orange) | Achieve Master status | \$20,000 | 4 | Driving Accuracy / Approach ... |
| Nike Dri-FIT UV Tech L/S (for women only) | Beat Woods in Tiger Challenge | \$20,000 | 4 | Power / Driving Accuracy ... |
| Nike Woven Bird Print Top (for women only) | Achieve 55% of your total putting skill | \$6,000 | 3 | Putting ... / Spin .. |
| EA SPORTS Mock Turtleneck (for women only) | Achieve 68% of your total ball striking skill | \$7,500 | 3 | Ballstriking ... / Spin .. |
| PANTS AND SHORTS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| J Lindeberg JL Tavish Golf Stretch | Complete 65% of the game | \$22,000 | 4 | Power Boost ... / Approach ... |
| Alexi's SweatPants | Beat Alexi in Tiger Challenge | \$17,000 | 4 | Luck / Spin ... |
| QuikSilver On the Mark | Complete all tutorials | \$10,000 | 4 | Power ... / Putting ... |
| EA SPORTS BaggyDenim (Blue) | Achieve 75% of your total spin skill | \$18,000 | 4 | Spin / Recovery .. |
| EA SPORTS Baggy Fit Cargo Pants (Charcoal) | Win the Long Drive Trophy Ball | \$17,000 | 4 | Driving Accuracy ... / Luck ... |
| Nike Dri-FIT UV Skirt (for women only) | Achieve 65% of your total ball striking skill | \$12,000 | 4 | Ballstriking ... / Luck |
| SHOES | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| EA SPORTS Collection (Brown Shoes) | Complete 75% of the game | \$25,000 | 4 | Approach ... / Recovery ... |
| EA SPORTS Collection (Black or White Shoes) | Complete 75% of the game | \$25,000 | 4 | Luck ... / Putting ... |
| Nike SP-LS (for women only) | Achieve 75% of your total putting skill | \$18,000 | 4 | Putting ... / Spin ... |
| HATS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| Nike Outlined Swoosh Cap (Black) | Achieve 55% of your total approach skill | \$4,500 | 3 | Approach ... / Luck .. |
| EA SPORTS Cap (Pink) | Beat Sorenstam in Tiger Challenge | \$6,000 | 3 | Ballstriking ... / Luck .. |
| GLASSES | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| Oakley Half Jacket (for men and women) | Win the Back to Back Eagles Trophy Ball | \$20,000 | 4 | Luck / Ballstriking ... |
| EA SPORTS Dinkench's Glasses | Achieve Legend status | \$14,000 | 4 | Driving Accuracy ... / Spin ... |
| WATCHES AND WRISTBANDS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| EA SPORTS Sport Watch (RH) (Black) | Achieve Pro level status | \$1,800 | 2 | Power .. / Luck .. |
| J Lindeberg Wristband (RH) (Black) | Achieve 75% of your total recovery skill | \$7,500 | 3 | Recovery ... / Luck ... |
| J Lindeberg Wristband (RH) (White/Black) | Already unlocked | \$7,500 | 3 | Spin ... / Approach ... |
| SOCKS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| Nike Dri-FIT Golf Shield Quarter | Already unlocked | \$12,000 | 4 | Ballstriking / Putting .. |
| Oakley Tech Low | Already unlocked | \$18,000 | 4 | Driving Accuracy / Spin .. |
| Nike Quarter 3-Pack | Win the Birdie Streak Trophy Ball | \$3,500 | 3 | Luck ... / Power .. |
| CLUBS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| EA SPORTS Black Series Driver (for men/women) | Win 21 Trophy Balls | \$25,000 | 4 | Power / Power Boost |
| EA SPORTS Black Series Irons (for men/women) | Achieve 100% of your total approach skill | \$25,000 | 4 | Approach / Recovery |
| EA Widowmaker (for men/women) | Complete 100% of the game | \$25,000 | 4 | Putting / Luck |
| SHAFTS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| EA SPORTS EA Custom Color Shafts (Silver/Red) | Beat 10 opponents in Tiger Challenge | \$5,500 | 3 | Putting ... / Recovery ... |
| BALLS | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| EA SPORTS Gold Collection (for men/women) | Achieve 65% game completion | \$15,000 | 4 | Driving Accuracy .. / Luck |
| Nike One Platinum (White) | Achieve 15% of your total spin skill | \$2,000 | 2 | Spin .. |
| GLOVES | HOW TO UNLOCK | PRICE | LEVEL | MODIFIERS |
| Callaway Pro Series (LH) (White/Black) | Win 8 Trophy Balls | \$7,000 | 3 | Driving Accuracy / Power .. |
| Dunlop LoCo (LH) (White/Black) | Win the Eagle Extravaganza Trophy Ball | \$6,000 | 3 | Approach ... / Luck ... |
| EA SPORTS EA Golden Collectors Glove (LH) | Achieve 50% game completion | \$5,000 | 3 | Putting .. / Luck |



TIGER WOODS
PGA TOUR 13 U2

GOLF BASICS



COURSE STRATEGY



ADVANCED GOLF



EXTRAS

